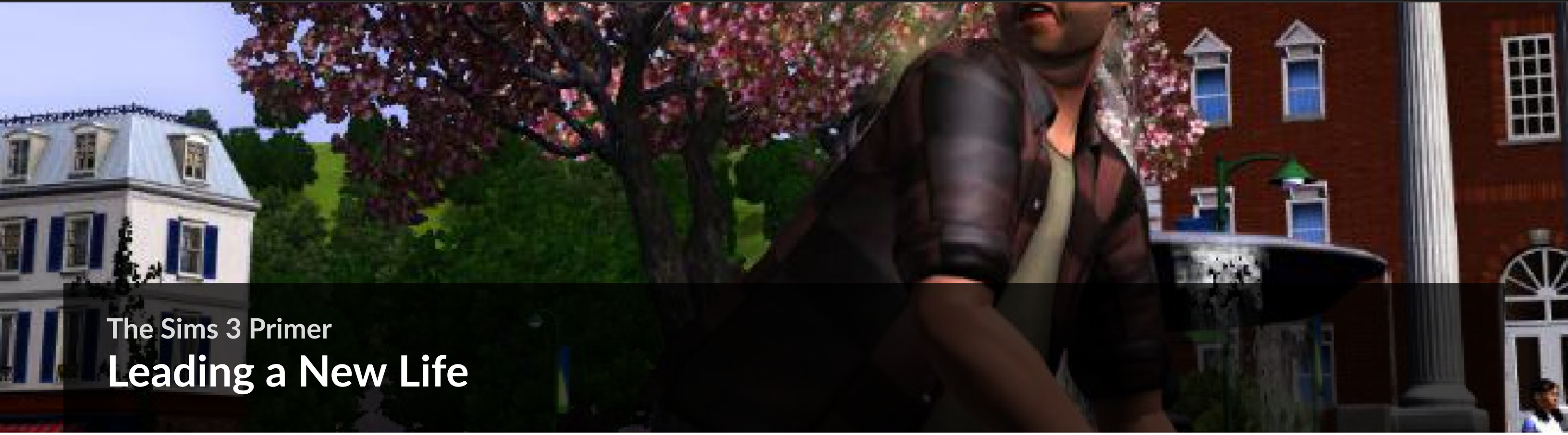


The Sims 3 Primer

Leading a New Life

When you dive into Create a Sim, you have complete control over the physical appearance of your Sim and can deck him or her out in any number of outfits.

Frumpy? Flashy? The choice is yours. But there is so much more to a Sim than the clothes, the number of wrinkles, or the hairdo. What makes a truly lasting impact on your new Sim is how you designate and develop their personality.

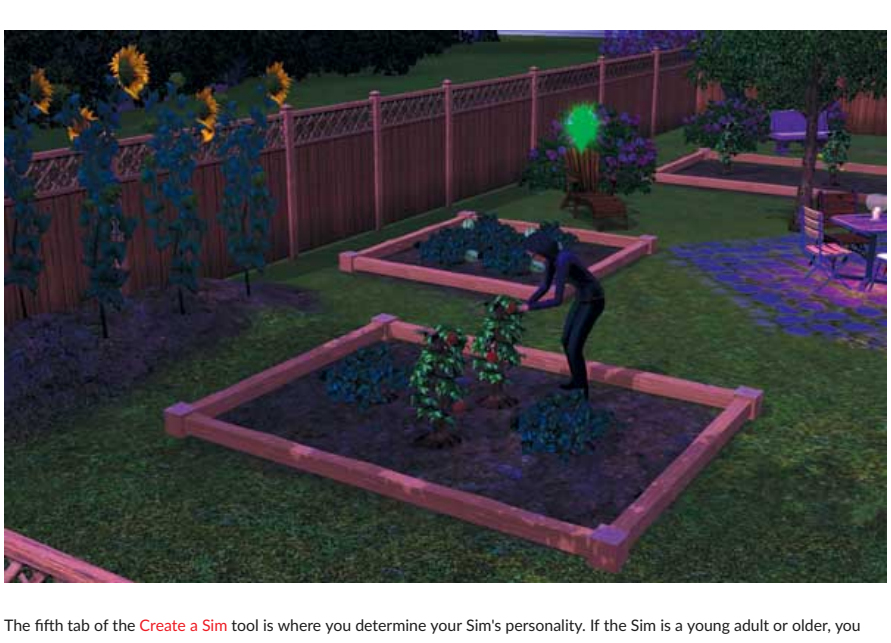
Before exiting Create a Sim, you give your Sim up to five traits that are the building blocks of their personality. But it doesn't end there.

Traits lead to wants and desires. How you indulge these wishes also affects your Sim's well-being, measured by their current mood. Use this section to learn all about shaping personalities, weighing wishes, and managing mood.

The happier you make your Sim, the more rewarding life is on both sides of the screen.

The Sims 3 Primer

Personality



The fifth tab of the Create a Sim tool is where you determine your Sim's personality. If the Sim is a young adult or older, you may assign five traits that define their personality.

There are more than 60 traits to choose from in the Create a Sim tool—and not all of them are positive. For every Ambitious trait, there is the Loser trait.

Traits affect your Sim's lifelong wishes and goals as well as their core personality. The selections you make here stick with your Sims for the remainder of their lives (well, there is actually a way around this...but more on that later).

Choose carefully because these traits have far-reaching effects on all aspects of life, from how the Sim functions in a social situation to how they like to spend quiet time at home—if at all.

Note

Selecting certain traits removes others from the available list. For example, if you select Technophobe, then the Computer Whiz trait is no longer available.

Your trait choices also affect your Sim's Lifetime Wish. The Lifetime Wish is the big dream your Sim hopes to grab. Depending on the combination of your traits, you have five different Lifetime Wishes to choose from.

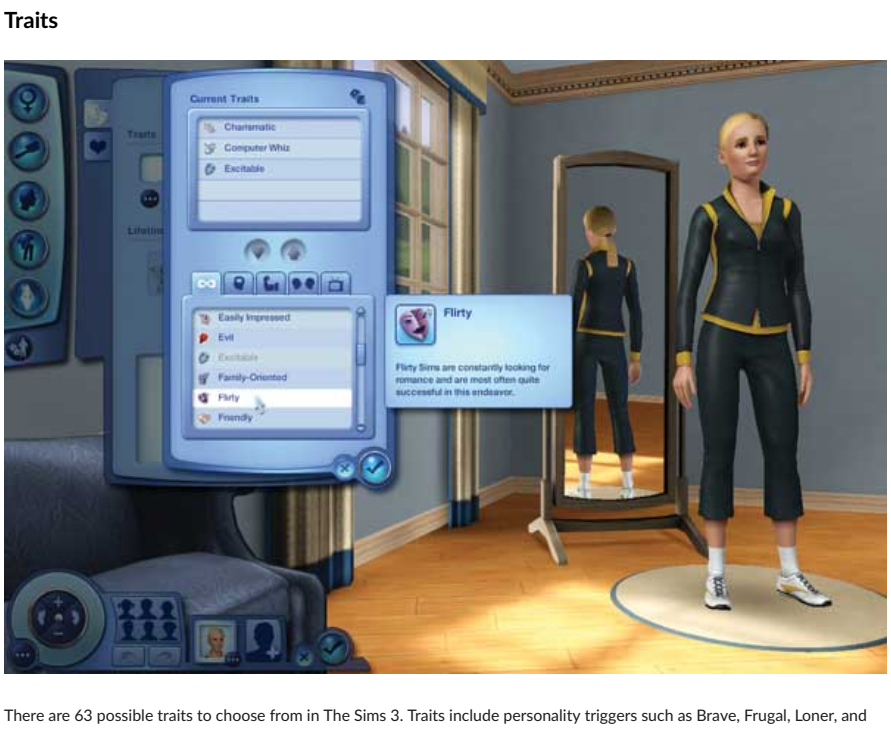
There is no obvious mathematical formula for determining which traits combinations result in which Lifetime Wishes you are offered, but common sense plays into it. Selecting the Bookworm trait makes it more likely your Sim will be offered the Illustrious Author Lifetime Wish.

Note

Look for full definitions of the 31 Lifetime Wishes after the trait list.

We have compiled a list of all of the available traits in the The Sims 3 here so you can make informed decisions when determining your Sim's personality.

Traits



There are 63 possible traits to choose from in The Sims 3. Traits include personality triggers such as Brave, Frugal, Loner, and Unlucky. They range from positive to negative with a handful of relatively neutral traits somewhere in the middle.

Because these five traits not only make up the core of your Sims' personality but also affect what Lifetime Wishes are available to them, consider how they might factor into the kind of life you'd like to live inside The Sims 3.

This is a full list of all of the currently available traits:

Absent-Minded

Description: Absent-Minded Sims get lost in their thoughts and occasionally forget what they are doing or where they are going.

Benefits: None

Shortcomings: Sim will often stop in mid-action, disrupting progress and losing valuable time.

Unique Features: Absent-Minded Sims sometimes turn off the television when they finish watching—even if other Sims are still watching.

Ambitious

Description: Ambitious Sims dream big and are more rewarded when their wishes are satisfied in life. They are driven to move up the corporate ladder more quickly, but fall prey to low mood if they don't quickly receive the promotion they desire.

Benefits: Ambitious Sims enjoy improved performance at work. Fulfilled wishes are worth more Lifetime Happiness points.

Shortcomings: Sim gets the Anxious to Advance negative moodlet if promotions or skill level advancements dont come at a regular pace.

Unique Features: To keep Ambitious Sims happy, make time to advance skills. Stay on top of goals at work, too.

Angler

Description: Anglers catch fish better than any other Sims. They also enjoy fishing more than anyone else.

Benefits: Anglers catch more fish and gain Fishing skill faster than normal Sims.

Shortcomings: None

Unique Features: Anglers start their lives with a Fishing skill book in their personal inventories. Fishing lowers their stress and decreases the need for Fun.

Artistic

Description: Artistic Sims are naturally gifted artists with a paint brush. They make pretty good writers or musicians.

Benefits: Artistic Sims gain the Painting skill faster than normals Sims. They also gain the Writing and Guitar skills faster, too, but not as fast as the Painting skill.

Shortcomings: None

Unique Features: Artistic Sims automatically interact with guitars and easels more often. Trait introduces Talk About Art social.

Athletic

Description: Athletic Sims are the best athletes in town. They can push themselves harder and longer than others, and will do so to feel the burn.

Benefits: Athletic Sims earn the Athletic skill faster than normal Sims. Athletic Sims also take longer to get the Fatigued moodlet.

Shortcomings: Do not like to listen to other Sims complain about exercise or athletic activities.

Unique Features: Athletic Sims cannot possess the Couch Potato trait. Athletic Sims get the Talk About Exercise social.

Bookworm

Description: Bookworms have a passion for reading that surpasses their other desires. They also tend to become good writers.

Benefits: Bookworm Sims read faster. Bookworm Sims also write faster whether working on the Writing skill, writing novels, or doing homework. They get increased Fun from reading, which helps dispel the Stressed Out moodlet.

Shortcomings: None

Unique Features: Bookworm Sims get an increased environmental bonus from a room with a bookcase. They receive a Talk About Books social.

Brave

Description: Brave Sims are fearless individuals who will fight fires, wrangle Burglars, and work to protect those around them.

Benefits: Brave Sims will fight and defeat Burglars. If a fire breaks out on the lot with the Brave Sim, the Brave Sim will not panic. He/she will immediately grab a fire extinguisher and put out the flames. Brave Sims do better in the Military and Law Enforcement careers. (Brave Sims also won't be scared by bugs in World Adventures.)

Shortcomings: None

Unique Features: Brave Sims can sometimes demand a raise from their boss with success. Brave Sims are not scared by ghosts. Brave Sims cannot pick the Loser or Coward traits.

Can't Stand Art

Description: Sims who Can't Stand Art will never appreciate the latest masterpiece or expensive home decor. They are the anti-connoisseur.

Benefits: None

Shortcomings: Sims with this trait have a negative reaction to all art. They do not like to talk about art either.

Unique Features: Sims get the negative Can't Stand Art moodlet whenever they are around art.

Charismatic

Description: Charismatic Sims love to socialize and often know the perfect thing to say. They also like to throw parties.

Benefits: Charismatic Sims start with a Charisma skill building book and gain the Charisma skill faster than other Sims. Charismatic Sims fare well in almost all conversations. It's a useful trait for the Political career because it boosts the chances of contributions. Social-oriented tones in career have greater effect on performance.

Shortcomings: None

Unique Features: Charismatic Sims are great in conversations, which makes it easier to make friends. They're good at everything from Debate Politics to Boast About Fishing. Cannot have the Loser trait at the same time.

Childish

Description: Childish Sims find it difficult to "act their age." They love playing with children's toys, see things through the eyes of a child, and need to be constantly entertained.

Benefits: Childish Sims get benefits from having children's toys around, such as environmental boosts. They can also play with toys.

Shortcomings: Childish Sims are easily bored in conversations. They are particularly sensitive to repeated socials.

Unique Features: Childish Sims are not afraid of ghosts. Childish Sims can fish in swimming pools.

Clumsy

Description: Clumsy Sims muck up life with shoddy footwork and poor planning.

Benefits: None

Shortcomings: Clumsy Sims drop food, trip, and lose fish while reeling them in from the water.

Unique Features: Clumsy Sims drop engagement rings when proposing. It's actually cute...

Commitment Issues

Description: Sims with Commitment issues don't really want to settle down into a long-term relationship or lifelong career. Marriage is out of the question.

Benefits: None

Shortcomings: This Sim reacts poorly to many relationship-oriented socials, like proposing marriage.

Unique Features: Commitment Issues Sims must have a high romantic relationship with another Sim to accept marriage proposal. This Sim will desire to change careers just when things are getting good at work.

Computer Whiz

Description: Computer Whizzes love spending time on the computer. They are great at tinkering with computers, and can even make money as hackers if they choose.

Benefits: If the Sim has the Handiness skill, they almost instantly repair computers without fail. Unlocks the Hack interaction, which offers a new revenue stream. Sim gets greater pleasure out of Play Computer Games interaction.

Shortcomings: None

Unique Features: Unlocks Talk About Computers social.

Couch Potato

Description: Couch Potatoes are perfectly happy sitting on the couch to watch TV and eat junk food. They'll need additional prodding to lead active lives.

Benefits: Comfy moodlet is 50 percent stronger. Watching TV improves Fun need quicker than other Sims.

Shortcomings: Couch Potatoes need to sleep longer.

Unique Features: Couch Potato Sims cannot have Athletic trait. Will not workout unless in a very good mood.

Coward

Description: Cowards are terrified of everything that can and will go bump in the night. They are scared of the dark and frequently faint in "dire" situations.

Benefits: None

Shortcomings: Gets the Scared moodlet when seeing any of the following—Burglar, ghost, fire, Grim Reaper. Runs from these things most times, but will occasionally faint.

Unique Features: The trait unlocks the Run Away interaction. Cowardly Sims cannot have the Brave or Daredevil traits.

Daredevil

Description: Daredevils seek the extreme side of life, even if it means making an everyday chore extreme. They also love fire.

Benefits: Quickly puts out fire when on the same lot. Daredevils never burn to death if on fire.

Shortcomings: None

Unique Features: Many interactions now have the word "extreme" in them. Adds the Watch This social, which asks others to watch as the Sim does something crazy. After being crazy, Sim enjoys the Adrenaline Rush moodlet. Cannot have Daredevil and Coward trait at same time.

Dislikes Children

Description: Sims who Dislike Children do not want to have anything to do with children. No talking, no playing, and certainly no reproduction.

Benefits: None

Shortcomings: Sims reacts poorly to Sims with children or on a lot with children.

Unique Features: Dislikes Children Sims are in a bad mood any time they are around young Sims.

Easily Impressed

Description: Easily Impressed Sims are easily astounded by everyday stories and are always pleased with the smallest of accomplishments.

Benefits: Easily Impressed Sims are always receptive to boasting socials.

Shortcomings: None

Unique Features: Discovering an Easily Impressed Sim is a goldmine for adulation. These Sims hang on every boastful word, whether it's about fishing or dancing.

Evil

Description: Evil Sims love the dark, take great delight in the misfortune of others, and prefer to lead a life as far away from goodness as possible.

Benefits: Evil Sims are not discouraged by a lack of light. These Sims also get positive moodlets from other Sims' misery, like Very Hungry or Smelly. Natural advanced performance in the Criminal career track.

Shortcomings: Other Sims are naturally wary of the Evil Sim once this trait is discovered, especially Good Sims or Sims in the Law Enforcement career.

Unique Features: Evil Sims cannot have the Good trait.

Excitable

Description: Excitable Sims get excited about everything. They enjoy an extra dose of self-satisfaction when good things happen.

Benefits: Excitable Sims get positive moodlets from many activities, such going on dates, eating a favorite food, getting a promotion, or catching a fish.

Shortcomings: None

Unique Features: Excitable Sims cannot have Grumpy trait.

Family Oriented

Description: Family Oriented Sims make great parents. They love big families and being surrounded by their children.

Benefits: Family Oriented Sims can help children with walking and talking better than other Sims. These Sims also start out with even better familial relationships than other Sims.

Shortcomings: None

Unique Features: Family Oriented Sims have the Talk About Family social.

Flirty

Description: Flirty Sims are constantly looking for romance and are most often quite successful in this endeavor.

Benefits: Flirty Sims do exceptionally well with romantic socials and have more available right away. Massages from Flirty Sims have extra positive effects.

Shortcomings: None

Unique Features: Flirty Sims naturally drift toward flirting unless it would negatively affect a current relationship.

Friendly

Description: Friendly Sims smile frequently at other Sims and are quick to make friends.

Benefits: Friendly Sims default to friendly socials and develop friendships faster. Friendly Sims have an easier time becoming friends with other Sims.

Shortcomings: None

Unique Features: Friendly Sims cannot have the Mean trait.

Frugal

Description: Frugal Sims love to clip coupons to save money, relish a good deal, and hate being wasteful.

Benefits: Frugal Sims get coupon-related interactions with newspapers and computers and enjoy the Got a Good Deal moodlet whenever a discounted object/service is purchased.

Shortcomings: Frugal Sims react poorly to purchasing expensive objects, even if they are beneficial to household or Sim.

Unique Features: Frugal Sims give less in campaign donations.

Genius

Description: Geniuses are brilliant logical thinkers, masters of chess, and excellent hackers. They savor pursuits of the mind.

Benefits: Genius Sims generally have accelerated learning with brain-related skills and activities, such as the Logic skill or using a telescope. Genius Sims do well in the Science, Law Enforcement, and Medical careers and are naturals at chess.

Shortcomings: None

Unique Features: Genius Sims often automatically use the Contemplate interaction.

Good

Description: Good Sims go out of their way to help friends and family in need, are charitable with their money, and frequently comfort those around them.

Benefits: Good Sims don't react negatively to socials or interactions as often and try to see everything in a positive light. When Good Sims "help" another Sim in a negative mood, that Sim gets the Comforted moodlet.

Shortcomings: None

Unique Features: Good Sims cannot have the Evil trait. Good Sims get the Donate to Charity interaction with the mailbox. Donating results in the Charitable moodlet. Good Sims can only donate once per day.

Good Sense of Humor

Description: Sims with a Good Sense of Humor tell the best jokes.

Benefits: Sims with this trait have an easier time starting relationships with other Sims, even those with No Sense of Humor. Jokes have a greater impact on relationships with other Sims.

Shortcomings: None

Unique Features: Sims with a Good Sense of Humor also respond well to jokes.

Great Kisser

Description: Great Kissers kiss better than any other Sim. They give kisses that are not easily forgotten.

Benefits: Kisses from Great Kissers are more readily accepted by other Sims and have larger positive effects on the relationship.

Shortcomings: None

Unique Features: None

Green Thumb

Description: Green Thumbs are the best gardeners. They find solace and comfort in their gardens and can revive plants in the worst conditions.

Benefits: Green Thumb Sims learn the Gardening skill faster than other Sims and start off with a Gardening skill book in their personal inventories. They create higher quality harvestables and can revive dead plants.

Shortcomings: None

Unique Features: Green Thumb Sims have the Talk to Plants interaction with their gardens. This interaction can remove the Lonely moodlet.

Grumpy

Description: Grumpy Sims are rarely in a good mood. They simply don't want to be happy.

Benefits: None

Shortcomings: Grumpy Sims naturally have decreased moods. It takes more work to make them happy.

Unique Features: Grumpy Sims cannot have the Excitable, Hot-Headed, Good Sense of Humor, or Neurotic traits.

Handy

Description: Handy Sims are the best tinkerers. They will never fail when repairing or upgrading a household item, which makes electrical objects far less dangerous.

Benefits: Handy Sims learn the Handiness skill faster and start out with a Handiness skill book in their personal inventory. Handy Sims never fail when repairing or upgrading objects.

Shortcomings: None

Unique Features: Objects repaired by Handy Sims have a lower chance of breaking again.

Hates the Outdoors

Description: Sims who Hate the Outdoors despise being outside and will remain indoors whenever possible.

Benefits: None

Shortcomings: These Sims get the Plagued by Outdoors negative moodlet when they are outside for longer than just a few minutes. (Travel to work is excluded.) These Sims make poor anglers because they don't like being outside.

Unique Features: They cannot have the Loves the Outdoors trait.

Heavy Sleeper

Description: Heavy Sleepers will sleep through any situation, no matter how loud or alarming. They also tend to snore.

Benefits: Heavy Sleepers are not awakened by loud appliances or music, letting them get a full night's sleep.

Shortcomings: Heavy Sleepers sleep through bad events, too, like burglaries and fires. Not even the alarms for these rouse the Sim.

Unique Features: Heavy Sleepers cannot have the Light Sleeper trait. They also get the Sleep at Work tone for careers.

Hopeless Romantic

Description: Hopeless Romantics passionately seek their soul mate. They want romance and true love, and surround themselves with cheesy romantic television and novels.

Benefits: Hopeless Romantics are more receptive to romantic socials and get an environment bonus if they are in the same room as a romantic interest in their lives.

Shortcomings: The Stood Up and Heart Broken negative moodlets are more potent with Hopeless Romantic Sims.

Unique Features: Hopeless Romantics have more fun reading romance novels and if they are writers, they create higher quality romance novels.

Hot-Headed

Description: Hot-Headed Sims are quick to anger. Broken household objects, conversations gone awry, or even the slightest negative moodlet will send them into a boiling rage.

Benefits: None

Shortcomings: Negative moodlets related to anger are more potent. Hot-Headed Sims have increased negative reactions to getting fired and broken objects.

Unique Features: Hot-Headed Sims react poorly to negative socials, such as Mock or Break Up.

Hydrophobic

Description: Hydrophobic Sims are terrified of swimming. They loathe every second they have to spend in the pool.

Benefits: None

Shortcomings: This Sim hates the water and will experience negative moodlets whenever around it.

Unique Features: Hydrophobic Sims never automatically get in the pool. They will not play with the rubber duckie in the bath, excluding them from Duck Time moodlet.

Inappropriate

Description: Inappropriate Sims talk about the wrong thing at the wrong time, never think to dress properly, and never think to apologize when they've wronged someone. They enjoy mocking others with harsh words.

Benefits: Inappropriate Sims can rummage through other Sims' trash cans to find cool things (and trash).

Shortcomings: Inappropriate Sims cannot Apologize—they simply do not have this social option. They have the Make Fun Of social that is just cruel to other Sims.

Unique Features: Inappropriate Sims cannot have the Friendly trait.

Insane

Description: Insane Sims respond to events in life unpredictably. They say what they want, do what they want, and even wear what they want, even if it doesn't make sense to anyone else.

Benefits: Insane Sims are not frightened by ghosts.

Shortcomings: Insane Sims have a random response to a marriage proposal, no matter the level of the relationship.

Unique Features: Insane Sims will sometimes put on inappropriate outfits for occasions, like formal wear for going to bed. Insane Sims can fish in swimming pools. Insane Sims have the Talk to Self social, which removes the Lonely moodlet.

Kleptomaniac

Description: Kleptomaniacs "accidentally" end up with things owned by others. They often permanently borrow items from work, school, or even their neighbors' homes.

Benefits: None

Shortcomings: Kleptomaniac Sims often come home with stolen objects, which can severely damage relationships.

Unique Features: Stolen objects are tagged with the object's origin. Kleptomaniacs get the Return to Owner interaction with stolen objects that results in Returned Stolen Object moodlet.

Light Sleeper

Description: Light Sleepers toss and turn throughout the night and are awakened by the slightest sound or bump.

Benefits: Light Sleepers always wake up when a Burglar arrives.

Shortcomings: Light Sleepers have trouble getting Fully Rested and are easily woken by music, children, and noisy objects.

Unique Features: Can use the Research Sleep techniques interaction on computer, but this has no specific benefit. Light Sleepers cannot have the Heavy Sleeper trait.

Loner

Description: Loners enjoy time spent alone more than time spent with others. Quite shy, they never approach anyone who isn't a close friend. They prize their solitude and get nervous around large groups.

Benefits: Loner Sims do not mind being by themselves. In fact, they get the Enjoying Solitude moodlet.

Shortcomings: Loners get the Too Many People negative moodlet in social situations.

Unique Features: Loner Sims cannot have the Party Animal trait.

Loser

Description: Losers encounter woe and misfortune throughouts their lives, beginning with school and continuing into their career. They will fail, and fall often. They won't get mad even when life falls apart. They'll just cry.

Benefits: Loser Sims will get a nice mood bump from the Winner moodlet in the rare event they actually win a game.

Shortcomings: Losers rarely win at games, such as chess or videogames. Losers complain more often in conversations.

Unique Features: Loser Sims cannot have the Charismatic or Brave traits.

Loves the Outdoors

Description: These Sims love spending time outdoors and find special joy amid nature.

Benefits: Sims get great moodlets for being outside and love careers like Athletic, Science, and Military, and enjoy talking about the outdoors.

Shortcomings: Loves the Outdoors Sims need to be outside more often, which can be disruptive at times.

Unique Features: Sims cannot have the Hates the Outdoors trait at the same time.

Lucky

Description: Lucky Sims are closely followed through life with comforting sense of luck. They win often and they win big.

Benefits: If a Lucky Sim gets at least four hours of straight sleep, they have a chance at the Feeling Lucky moodlet. This staves off misfortune, like fires, broken objects, and burglaries. Lucky Sims also have a greater chance of getting raises at work.

Shortcomings: None

Unique Features: Lucky Sims have increased chances at winning chess games or videogames.

Mean-Spirited

Description: Mean-Spirited Sims love to fight, mostly because they never lose in a brawl. They take satisfaction with every new enemy made and dream of new ways to be nasty to others.

Benefits: Mean Sims always win fights. Of course, that means they had to get into a fight in the first place. Every enemy a mean Sim has contributes to the Sim's overall mood.

In other words, the more enemies they have, the better mood they'll be in.

Shortcomings: Mean-Spirited Sims regularly make enemies and often veer toward negative socials.

Unique Features: Mean-Spirited Sims cannot have the Friendly trait.

Mooch

Description: Mooches can mooch food and money from their neighbors, who for the most part, just go along with it.

Benefits: Mooch Sims can actually get free food and Simoleons from other Sims.

Shortcomings: While many Sims just roll with it, not everybody likes a Mooch.

Unique Features: Mooch Sims have the Have Snack interaction on other Sim's lots and the Mooch interactions in conversations.

Natural Cook

Description: Natural Cooks can improve any dish, making their food the most delicious.

Benefits: Natural Cooks learn the Cooking skill faster than other Sims and start off with a Cooking skill book in their personal inventory. They never start kitchen fires and never burn food.

Shortcomings: None

Unique Features: Natural Cooks can learn recipes just by trying foods on other lots.

Neat

Description: Neat Sims always find the time to clean, regardless of their mood. They are easily devastated by filthy surroundings, but will never leave a mess behind.

Benefits: Neat Sims will automatically clean up their surroundings and clean objects more thoroughly.

Shortcomings: Neat Sims get negative moodlets around dirty surroundings or unclean Sims.

Unique Features: Neat Sims have the Clean House interaction, which sets them to clean every filthy/dirty surface or object in a house.

Neurotic

Description: Neurotic Sims will freak out at the most minor of provocations. They become stressed easily and can be difficult to mellow. Luckily, they take solace in sharing their worries with others.

Benefits: Neurotic Sims have a self-interaction to freak out, which gives them a mood boost for a while (at the mood expense of nearby Sims).

Shortcomings: Neurotic Sims take longer to shake stress. Sims can automatically Freak Out after an unfortunate event, such as burning food or breaking an object.

Unique Features: Neurotic Sims can use a new Freak Out interaction that is disruptive to nearby Sims. At the end of the Freak Out, they get the Tranquil moodlet.

Never Nude

Description: Never Nudes despise nudity and will never completely remove their clothing.

Benefits: None

Shortcomings: None

Unique Features: Never Nude Sims wear swimwear into the bath or shower.

No Sense of Humor

Description: Sims with No Sense of Humor tell terrible jokes, so they tend not to tell them. They don't enjoy the jokes of others, either. Humor is simply wasted on them.

Benefits: None

Shortcomings: No Sense of Humor Sims have weak reactions to jokes or humorous socials.

Unique Features: No Sense of Humor Sims cannot have the Good Sense of Humor or Schmoozer traits.

Over-Emotional

Description: Over-Emotional Sims experience great mood swings when both good and bad things happen. They are constantly shedding tears of joy, whether it's at a wedding or just on the couch watching romantic television.

Benefits: Over-Emotional Sims get an extra bump out of positive moodlets.

Shortcomings: Over-Emotional Sims also get an extra dip out of negative moodlets.

Unique Features: Over-Emotional Sims have extreme reactions to events such as getting a raise/promotion, having a child, or getting married.

Party Animal

Description: Party Animals love to party, and others love to party with them. When a Party Animal hosts a party, everyone comes and has a great time. Wooo!

Benefits: Any Sim invited to a party from a Party Animal will attend regardless of relationship. These Sims have a greater chance bringing gifts to a Party Animal's party.

Shortcomings: None

Unique Features: Party Animals have the Wooo! social. If the other Sim reacts positively, the Party Animal gets the Awesome Party and Life of the Party moodlets.

Perfectionist

Description: Perfectionists spend more time cooking, writing, or even painting, but what they eventually finish is noticeably better than average. Perfectionists accept nothing shy of perfection.

Benefits: Perfectionist Sims have the chance to make higher quality painting, novels, recipes, and homework.

Shortcomings: If a Perfectionist Sim is making a high-quality piece of art or food, the action takes longer.

Unique Features: The Perfectionist Sim always makes the bed after waking up from sleep.

Schmoozer

Description: Schmoozers are really good at befriending neighbors and co-workers, and sucking up to their bosses. They love to flatter and are very good at it.

Benefits: Schmoozer Sims more effectively socialize/suck-up with co-workers and bosses.

Shortcomings: None

Unique Features: Compliments from Schmoozers are always accepted and always improve a relationship. The Chat social is replaced with Schmooze.

Slob

Description: Slobs constantly leave messes in their wake. To make matters worse, they won't offer to pick up or clean. Luckily, common filth won't offend their senses.

Benefits: Slob Sims are not negatively affected my messes or bad smells. Slob Sims can eat spoiled or burnt food without negative effects.

Shortcomings: Objects used by Slobs get dirtier faster than when used by other Sims.

Unique Features: Slobs can use the Lick Dish Clean interaction.

Snob

Description: Snobs are very hard to impress, though they love hearing about themselves and will never turn down a compliment. They dream of owning only the finest things and being associated with the highest echelon of neighborhood Sims.

Benefits: Snob Sims love mirrors and expensive objects. They also always accept compliments regardless of relationship.

Shortcomings: Snobs are very hard to impress in conversations.

Unique Features: Snobs often wish to make money, date wealthy Sims, take well-paying jobs, and buy new objects -- particularly mirrors!

Technophobe

Description: Technophobe Sims hate television. They rarely watch television and always look for alternate entertainment.

Benefits: None

Shortcomings: Technophobes have negative reactions to computers and televisions.

Unique Features: Because Technophobes do not like computers or televisions, they have a difficult time repairing them and have a harder time learning the Writing skill.

Unflirty

Description: Unflirty Sims do not appreciate romantic advances and are difficult to woo. It's not that they don't want to love, it's just difficult for them.

Benefits: None

Shortcomings: Unflirty Sims have negative reactions to romantic socials, such as kisses or flirtatious jokes.

Unique Features: Unflirty Sims cannot have the Flirty trait. They also have fewer romantic socials.

Unlucky

Description: Things rarely go right for Unlucky Sims. They lose at everything they touch.

Benefits: The Grim Reaper sometimes takes pity on Unlucky Sims who die of accidents and revives them.

Shortcomings: Unlucky Sims occasionally get the Feeling Unlucky moodlet after four hours of sleep, which affects their chances of burning food, setting fires, and losing games.

Unique Features: Unlucky Sims cannot have the Lucky trait.

Vegetarian

Description: Vegetarian Sims never choose to eat meat and doing so makes them ill.

Benefits: Vegetarians live longer than other Sims.

Shortcomings: Vegetarian Sims who eat meat earn the Nauseous moodlet.

Unique Features: Vegetarian Sims cannot prepare recipes with meat in them. Vegetarians can also cook vegetarian versions of some recipes, such as veggie burgers and tofu dogs.

Virtuoso

Description: Virtuosos have a natural gift with musical instruments and make the best musicians.

Benefits: Virtuosos learn the Guitar skill faster than other Sims and start with a Guitar skill book in their personal inventory. They earn more Simoleons from tips.

Shortcomings: None

Unique Features: Virtuoso Sims tend to sing in the shower.

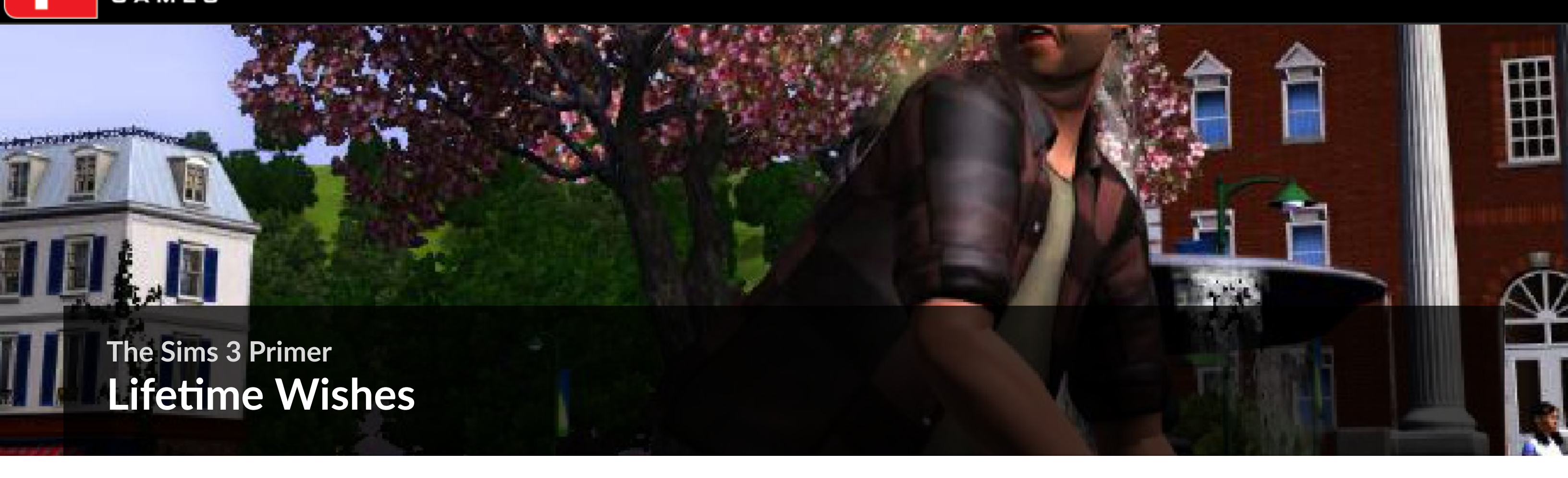
Workaholic

Description: Workaholics love to work and rarely become stressed from working. Their mood suffers when they miss work, but they can make it up by working from home. Workaholics make the best employees.

Benefits: Workaholics finish homework faster and have fun doing it. Workaholics have a better chance at getting raises at careers. They get the Likes Work moodlet when working.

Shortcomings: Workaholics suffer from the Missing Work moodlet if they accidentally miss a shift.

Unique Features: Workaholics can check in at work via the cellphone. These Sims can also work from home on the computer, which helps with career advancement.



The Sims 3 Primer

Lifetime Wishes

Lifetime Wishes

At the very end of the Create a Sim process, you select a Lifetime Wish for your new Sim. This wish is the Sim's main goal in life—it is the dream that ultimately defines them.

While you do not necessarily have to play the game strictly to satisfy these wishes, they do give you some structure. Plus, fulfilling a Lifetime Wish rewards your Sim with Lifetime Happiness points—a lot of them.

Lifetime Happiness points are a currency that your Sim banks when you help them satisfy smaller wishes or maintain high spirits. While you can amass a lot of Lifetime Happiness points by fulfilling the day-to-day wishes and making sure your Sim is consistently happy, there is no bigger payout than the Lifetime Wish.

Become a Creature-Robot Cross Breeder

Reach Level 9 in the Science Career

The complexity of circuitry and oddity of organics perennially perplex the scientific community. Your Sim must have excellent Handiness expertise and enough experience with gardening and fishing to know what organic beings need to thrive when fused with machines.

Become a Grand Master in Chess

Chess Legend

Master the Logic Skill

Logic is cold and calculated, and chess is the battleground for those who adhere to it. A Sim who can master the path of logic and reach the coveted rank of Chess Grand Master will forever be enshrined in memory.

Become a Master Thief

Reach Level 10 in the Criminal Career (Thief branch)

Lightning quick reflexes (honed at the gym of course) and impeccable teamwork will take your Sim far, but only the most cat-like thieves reach the rank of Master Thief. The path begins with the local crime organization and leads to pilfering the world's jewels!

Become a Superstar Athlete

Reach Level 9 of the Athletic Career

Earning a championship jersey means developing the utmost athletic perfection and a tight bond with teammates, thus fostering victory even when the game seems lost.

Become an Astronaut

Become an Astronaut in the Military Career

Reach Level 10 in the Military Career

Astronauts are incredible pilots who have endured years of rigorous athletic training. An astronaut's thirst for adventure is quenched only by daring space missions.

Celebrated Five-Star Chef

Reach Level 10 of the Culinary Career

Bustling kitchens filled with fiery stoves and flamin' hot dishes are in store for Sims desiring the Five-Star Chef epithet. Your Sim will need to build relationships with kitchen staff and develop Cooking skills.

CEO of a Mega-Corporation

Become a CEO in the Business Career

Your Sim can become a purveyor of profits and margins that make board members smile. Your Sim must successfully schmooze co-workers and the ever-present boss to ascend the corporate hierarchy.

Culinary Librarian

Learn Every Recipe

By mastering the Cooking skill and perusing the bookstore for recipes, your Sim can become a walking library of culinary expertise.

The Emperor of Evil

Reach Level 10 of the Criminal Career (Evil branch)

Your Sim can become the leader of the world's most diabolical organization. Strong evil office relationships are a must, as is possessing enough Athletic ability.

Forensic Specialist: Dynamic DNA Profiler

Reach Level 10 in the Law Enforcement Career (Forensic branch)

Special Agents in the field require the best data to apprehend criminals and only the finest analytical minds will suffice. After all, criminals leave only so many useful clues, making the work challenging. Students of Logic with a knack for Painting make the best forensic analysts.

Gold Digger

See Ghost of Wealthy Spouse

Some paths to acquiring wealth are more devious and selfish than others. Gold Diggers seek to marry the incredibly wealthy and yearn to see the premature demise of their spouse. It's the only way to really enjoy the money—alone and rich.

Golden Tongue, Golden Fingers

Master the Guitar Skill

Master the Charisma Skill

Kindly spoken words and softly strummed strings are the fastest way to a Sim's heart and an excellent way to make friends. Charisma is a highly social endeavor, whereas guitar is for those who love learning and performing music. A master of both is an irresistible charmer.

Heartbreaker

Be the Girlfriend/Boyfriend of 10 Different Sims

Why settle for a long-term romantic relationship or monogamy when there are so many attractive Sims out there? Your Sim can find a lifetime's enjoyment by seeing many different Sims. Just keep your Sim's many former lovers at a reasonably safe distance.

Hit Movie Composer

Reach Level 10 in the Music Career (Symphonic branch)

The composer must be well-liked by the musicians of the symphony, a master of music, and one who truly understands logic to grasp the science of sound.

Illustrious Author

Master the Painting Skill

Master the Writing Skill

The arts delight most Sims. However, for each successful artist there are dozens of has-beens and failures. Your Sim can write and paint toward a lifetime of artistic success, but it won't be easy.

International Super Spy

Reach Level 10 in the Law Enforcement Career (Special Agent branch)

The forces of justice and order need champions to foil the nefarious plans of those who would do the citizenry harm. Only Sims in peak physical condition who use logic to solve troubled situations and look smashing in evening wear need apply at the Police Department.

Jack of All Trades

Reach Level 5 of 4 Different Careers

Being tied to a single job isn't for everyone. Your Sim will be a jack of all trades, or at least four, by climbing halfway up the corporate ladder of four careers.

Leader of the Free World

Reach Level 10 in the Political Career

The Leader of the Free World must be a passionate and charismatic politician who can raise immense campaign funding. It is an unenviable position where a Sim must constantly adjust to unexpected problems. The world needs great leaders—like your Sim.

Living in the Lap of Luxury

Have Household Net Worth of 100,000 Simoleons

A life of extreme wealth is one of comfort and privilege, but also one of fulfillment. If your Sim owns a fabulously furnished home and has enough money to live in luxury, satisfaction will be had.

Master of the Arts

Master the Guitar Skill

Master the Painting Skill

The artisan can paint images that incite the humorless to laugh and the inarticulate to eloquence. The addition of Guitar skills can make your Sim the envy of the community.

Perfect Garden

Plant and Grow 8 Different Species of Perfect Plant

The most delicious fruits and vegetables are harvested from a perfect plant. Perfect plants grow from only the best seeds, which drop from the branches of generation-spanning plants that have been well tended and loved. Only fanatically patient outdoorsmen can plant such a garden.

Perfect Mind, Perfect Body

Master the Athletic Skill

Master the Logic Skill

Seeking personal perfection through rigorous mental and physical training is a noble goal that guarantees a lifetime of challenge. Your Sim may one day stand on the peak of physical Sim achievement, but not without much sweat and mental strain.

Presenting the Perfect Private Aquarium

Have at Least 13 Different Species of Perfect Fish in Fishbowls

The ultimate fishermen can reel in incredibly majestic fish; so large they're practically bursting out of their scales. Truly dedicated fishermen spend hours casting and re-casting until the fruits of the deep blue are caught. Your Sim can create an amazing private aquarium by catching the most magnificent fish for a private collection.

Renaissance Sim

Reach Level 10 with 3 Different Skills

True scholars are not satisfied with mastering a single subject. Reach the top level of several skills to become a Renaissance Sim.

Rock Star

Reach Level 10 in the Music Career (Rock branch)

The path of rock appeals to many a young Sim, but the perilous journey is completed by few. Your Sim must join the music career, survive the early years of rock servitude, and master the guitar to become the greatest rock star the world has ever known.

Star News Anchor

Reach Level 10 in the Journalism Career

Great Charisma and an epic level of literary eloquence are required to succeed in the fast-paced field of journalism.

Super Popular

Be Friends with 20 Sims

Popularity is a sign that the community enjoys the friendship of your Sim. Unselfish socialization is a worthwhile pursuit.

Surrounded by Family

Raise 5 Children from Babies to Teens

For family focused Sims, the pitter patter of little feet makes parenthood worthwhile. A house full of children can mean a tight budget, little personal time, and few luxuries, but there's always somebody to play with or something new to teach.

Swimming in Cash

Have 50,000 Simoleons in Household Funds

Simoleons fuel the world and for some fiscally minded Sims, personal happiness as well. Scrimping and saving to live in an efficient home, working hard at work, and succeeding at lucrative personal side projects will allow your Sim to swim in the metaphorical pool of money.

Tinkerer

Master the Logic Skill

Master the Handiness Skill

Logic and Handiness are natural bedfellows, partners of invention and discovery. Logic leads to great finds like eerie nebulas, whereas Handiness unlocks interesting household improvements.

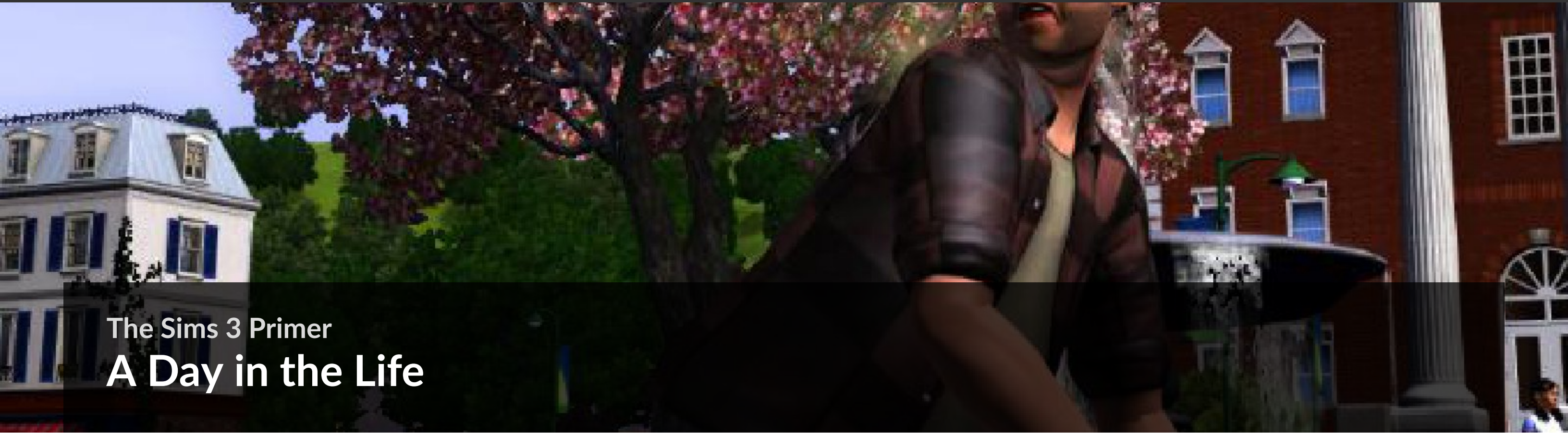
World Renowned Surgeon

Reach Level 10 in the Medical Career

Only the greatest surgeons defeat disease. Your Sim must be able to make logically brilliant, split-second decisions at the operating table. The medical profession is only for incredibly dedicated Sims who are mentally above the rest.

Note

You can create multiple Sims at the beginning of a game and than define their relationships within a single household, such as spouses, house mates, siblings, and parents. Families and house mates share Simoleons.



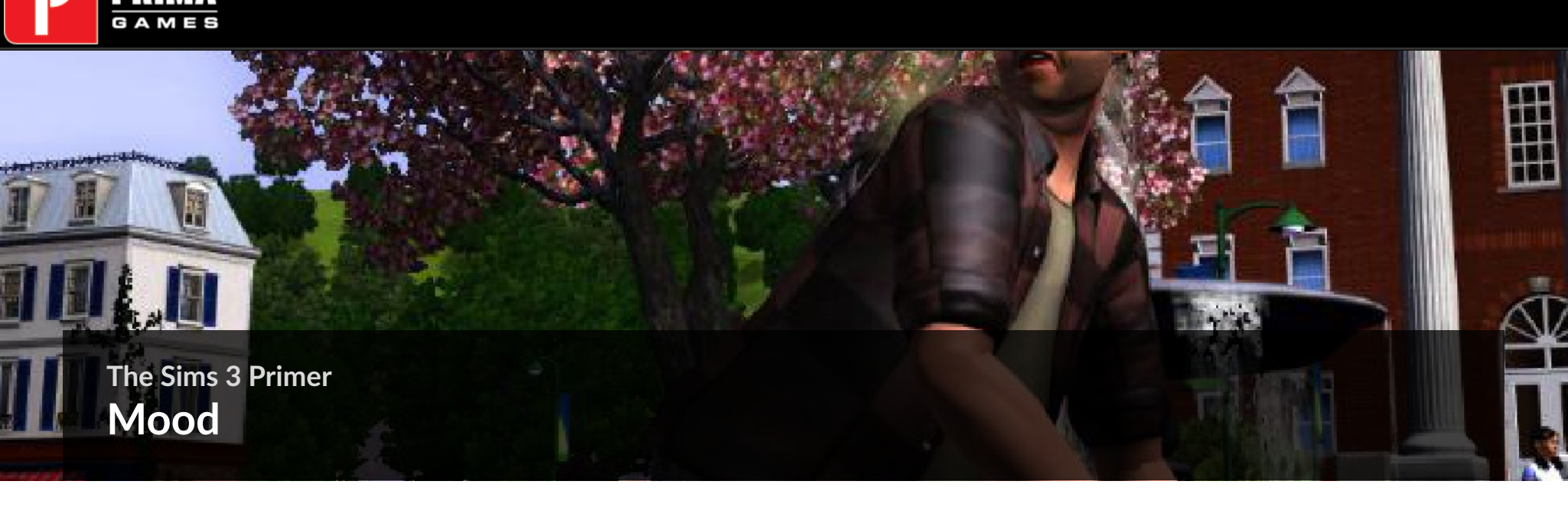
The Sims 3 Primer

A Day in the Life

A Day In the Life

Once you create a Sim and a place for them to call home, it is finally time to venture into the world and start living it up. The journey will not always be easy, but it will be full of fun and surprises.

However, before taking on that first brave day, you need to be familiar with a handful of terms that will not only appear throughout this entire guide, but also be critical to succeeding within the game.



The Sims 3 Primer

Mood

Mood

There are a handful of ways to measure your Sim's life progress, such as Simoleons or the current career promotion, but mood is how you measure your Sim's immediate condition.

Your Sim's happiness and/or misery is displayed right there on the Mood meter—shaped like an upside-down exclamation point—which turns green when the Sim is pleased and bright red when something is seriously amiss.

There is a yellow point in the middle of the Mood meter that gives you a warning. Inject something fun or enjoyable into your Sim's day or mood will continue to plummet.

To succeed in life, you must keep your Sim happy. Pushing the Mood meter in to the green indicates happiness.

And if you can boost the Sim's mood all the way into the "bubble" at the top of the meter, then you know your Sim is truly happy. As long as the Mood meter is in that bubble, the Sim accumulates Lifetime Happiness points.

This lasts until the mood drops out of the bubble, even if the Sim is still shown to be happy by a largely green meter.

Moodlets

Mood is a bird's-eye view of everything the Sim is feeling at that given moment. Moodlets are slivers of that mood.

These smaller emotions, feelings, and cravings are not passive indicators—these are real-time assessments that should never be ignored.

Required Reading

Wishes : Every Sim has desires, both immediate and long-term. When you created a Sim, you gave it a Lifetime Wish. However, Sims also come up with smaller wishes each day that they would love for you to help them fulfill. Fulfilled wishes boost your Sim's mood and award Lifetime Happiness points.

Lifetime Happiness Points : These are the ultimate barometer of your Sim's fulfillment. When you complete a wish, your Sim earns Lifetime Happiness points.

You also earn these points when you boost your Sim's mood over a certain threshold. Lifetime Happiness points can be traded in for Lifetime Rewards, which affect your Sim's personality and aptitude.

Skills : Sims can learn a variety of talents, such as writing, fishing, painting, and athletics. These skills are often tied into careers or hobbies. Certain activities increase your skill ranking. You can track your Sims' skills in their Skill Journals.

Careers : In order to maintain their households, Sims must have a constant source of income. Careers provide that. There are a multitude of career tracks in Sunset Valley, from athlete to journalist.

Sims can also seek out part-time jobs or turn their skills into moneymaking opportunities, such as penning books from home. Each career has several levels of promotion.

Opportunities : From time to time, Sims encounter opportunities that result in rewards when completed. Opportunities are typically related to careers and skills, but special opportunities pop up just by exploring Sunset Valley and talking to people. Rewards include job promotions, physical objects, Simoleons, or relationship boosts.

Moodlets : The Sims 3 introduce a new measurement of your Sim's happiness—moodlets. Moodlets are factors that affect your overall mood. They are good, bad, and neutral. Most moodlets have a timer that denotes how long they affect overall mood.

Some negative moodlets can be eliminated by correcting behavior or environment. To make your Sims' life better and earn more Lifetime Happiness points, adjust your Sims' life so they experience more positive moodlets.

Needs : As in The Sims™ 2, Sims have individual needs like Bladder, Hunger, Hygiene, Social, Fun, and Energy. These needs are affected by environment, activities, and relationships.

While mood and moodlet take center stage in making sure your Sim is happy, don't neglect basic needs. When buying objects for your lot, be sure to keep an eye on how certain objects affect specific needs.

For example, a nicer bathtub or shower will increase your Sim's Hygiene rating.

Socials : Socials are the interactions that take place between Sims. There are literally hundreds of socials. Not all socials are available right away.

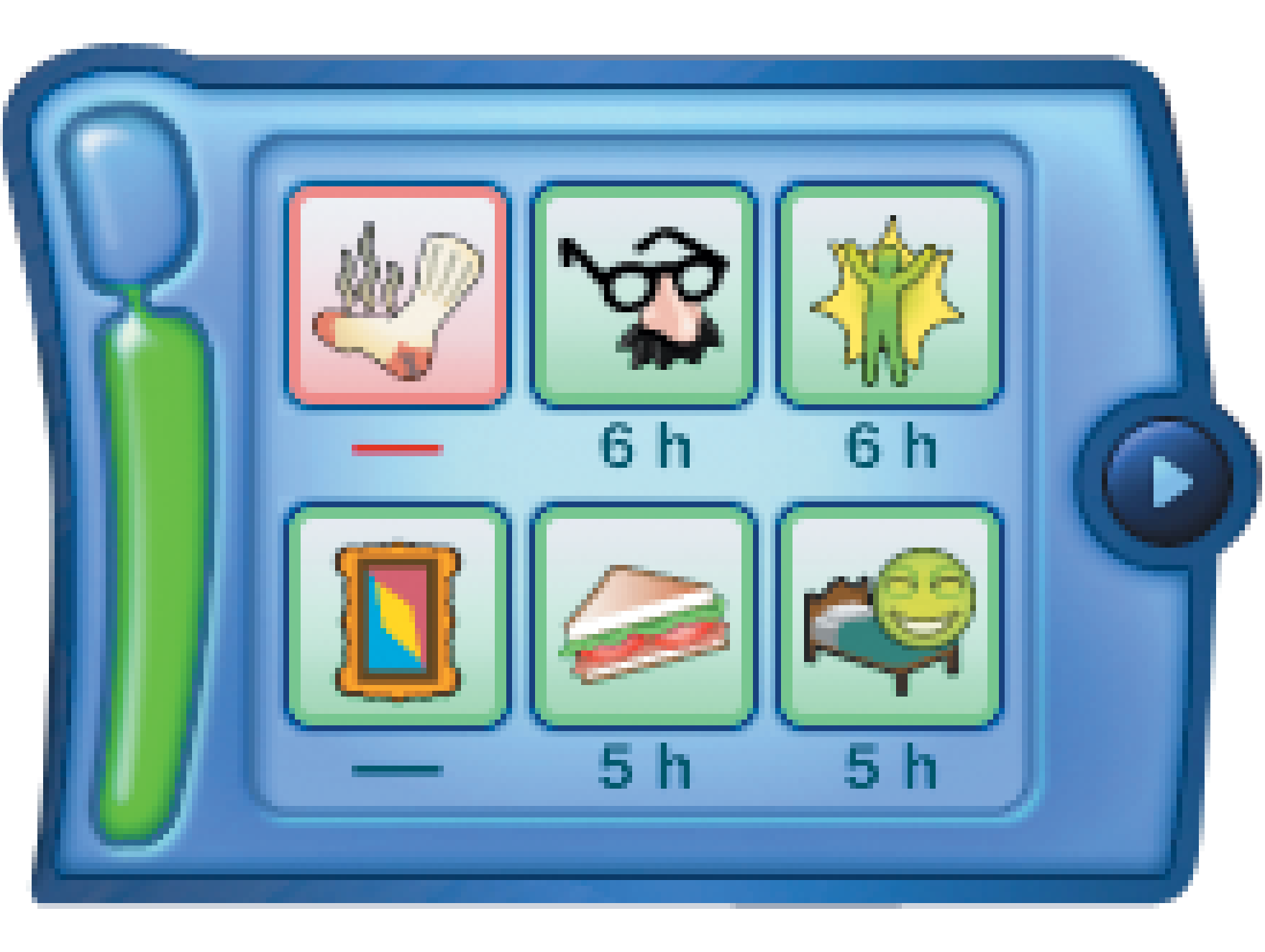
Some are unlocked by developing skills. Other socials are activated by the traits you give your Sims. Use socials to direct a conversation and engage other Sims, paying attention to their likes and dislikes so you can build better relationships.

Who knows what could happen? Playfully teasing the right Sim could lead to a lifelong love, while joking with a sourpuss could result in a new nemesis.

Some moodlets demand immediate attention, such as moodlets that indicate hunger or a lack of hygiene.

These negative moodlets contribute to a decreased overall mood, which affects so much of your Sim's life, such as their performance at work.

Negative moodlets can typically be dispelled with an action, such as taking a shower to get rid of the Grungy moodlet.



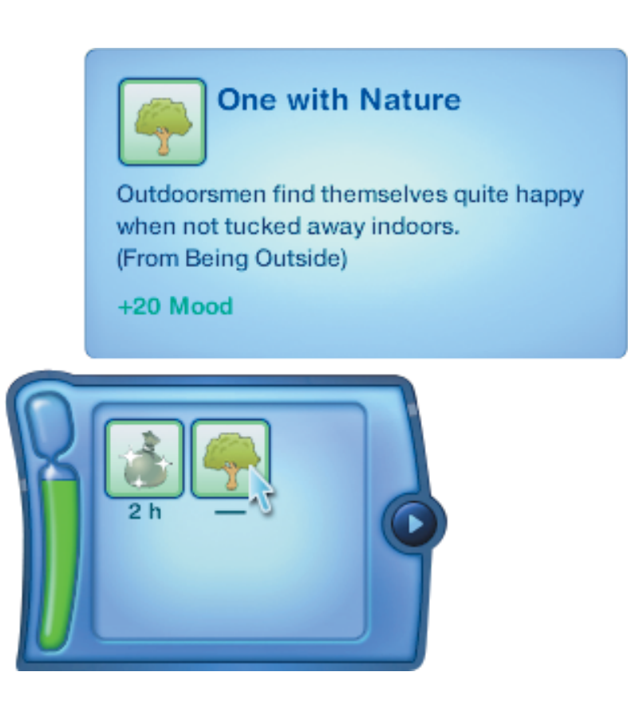
There are three types of moodlets: positive, neutral, and negative. To keep mood up, you need to do more things that inspire positive moodlets. Moodlets have varying degrees of effect on overall mood.

Some moodlets are very minor and do not necessarily cause a mood swing. However, these little annoyances can add up to an unhappy Sim if they are ignored.

To combat these, rectify any conditions causing a negative moodlet and seek out activities that cause positive moodlets.

Moodlets are timed—they only last for a certain time before they either vanish, or in the case of several negative moodlets, lead into worse moodlets.

While a moodlet is active, it contributes to the overall mood. There is no state of decay. As soon as the timer on a moodlet expires, that moodlet's effect on the overall mood vanishes.


One with Nature
Outdoorsmen find themselves quite happy when not tucked away indoors.
(From Being Outside)
+20 Mood
2 h

Here is a list of all of the moodlets your Sim can feel, broken down by effect—positive, negative, and neutral. The duration of each moodlet is also included so you know how long the effects of a moodlet will influence overall mood.

Positive Moodlets

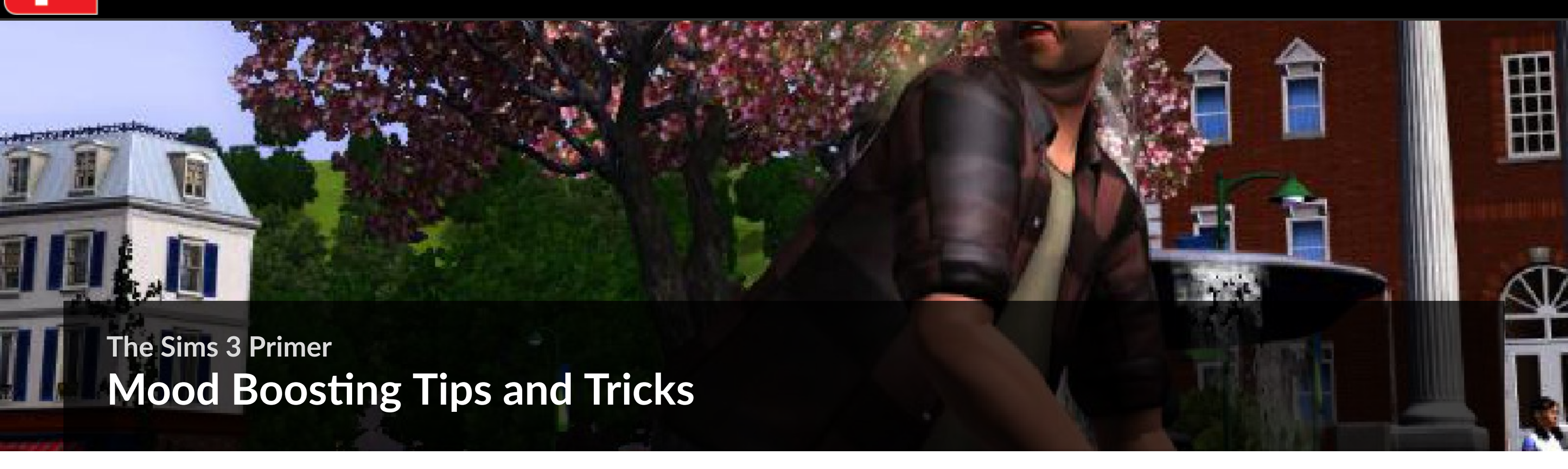
Moodlet	Effect	Duration in Hours	Description
Minty Breath	5	4	Sims love to be around those with Minty Breath. It sure beats the alternative.
Feeling Lucky	5	23	Today is Sim's lucky day. Who knows what good will happen?
Heard Theater Music	10	Variable	The music pulsing from the inside of the theater sounds awesome. Perhaps tickets are still available!
Educated	10	Variable	Exploring the local halls of culture and learning may teach even the most studious individual a thing or two.
Impressed	10	0	Touring public places sometimes reveals unexpected and impressive sights.
Let Off Steam	10	Variable	Having a friendly ear to complain to helps when you need to vent.
Decorated	10	Lasts as long as Sim is in room	Sims enjoy well furnished homes. By the looks of things, this place isn't so bad!
Brightened Day	10	3	Good Sims know exactly what to say to make someone's day better.
Had a Nice Nap	10	5	Having a great, refreshing nap may be just enough to hold back the onset of sleep.
I Am Beautiful	10	4	Reconizing beauty, even one's own, is just a benefit of vanity.
New Car Smell	10	2	Ah, that new car smell is so factory fresh!
Fascinated	10	2	Some Sims take joy in things ordinary Sims might otherwise overlook.
Got a Good Deal	10	8	Saving a few Simoleons is pure satisfaction!
Saw Great Movie	10	16	Sims have a special place in their hearts for movies on the silver screen, and a special place in their stomachs for the buttery popcorn.
Flattered	10	Variable	Compliments are quite flattering!
Intrigued	10	Variable	Juicy gossip satisfies eager ears!
Attractive	10	Variable	When a Sim looks this good, it's difficult for others not to notice. Wowza!
Hilarious Conversation	10	Variable	Some Sims should be stand-up comedians with the humor they're dishing out.
Tranquil	10	8	Nothing can stress or anger Sims who have reached their happy place.
Squeaky Clean	10	7	Experience the clean sensation of practicing personal hygiene!
Cheered Up	15	3	Gobs of sobs are stopped by the kind words of others.
Duck Time	15	5	Rubber duckies make hygienic cleansing fun!
Calmed Down	15	3	Sometimes all an Angry Sim needs is an understanding voice to help them get through a bad mood.
Enjoying Solitude	15	Variable	Introverted Sims like it best at times when others completely and utterly stay away.
Buzzed	30	3	Caffeine can really wake a Sim. Use this time wisely, because after the high comes the low...
The Life of the Party	15	3	Not only do party animals love to party, but other Sims love to party with them. Wooo!
Excited	15	3	Excitable Sims tend to get, well, excited.
Great Kiss	15	3	Great kissers give amazing smooches.
Inspired	15	4	A genuine and original work of art can inspire and render viewers speechless upon experiencing.
Oddly Powerful	15	5	The feeling of power is...intense! Science has bestowed Super Sim capabilities!
Fiendishly Delighted	15	6	Sims of the Evil persuasion take pleasure in the misfotune of others.
Fulfilled	15	6	The satisfaction of having a wish come to fruition feels great!
Returned Stolen Property	15		Kleptos enjoy returning things even more than... ending up with them. After all, it's more difficult to do the right thing, even when it follows the wrong thing.
Fresh Start	15	24	Moving into a new location provides a clean slate many dream of!
Likes Work	10	Variable	Work isn't quite the daily grind for everyone. Bring on the overtime!
Out After Curfew!	15	Variable	Being out after curfew is totally radical.
Pristine Picture	15	Variable	The pixels are dancing daintily on the television, perfectly in harmony within the highest resolutions money can buy.
Cozy Fire	15	5	Sims enjoy the warm cheery glow of their fireplaces...poke them for extra warmth!
Pumped	15	4	If Sims work out long enough, they get Pumped. Workouts are even more effective while Sims are pumped.
Sweet Venue/Party	15	Variable	The choice in venue for this party is excellent. It sure beats the standard house party.
Andrenaline Rush	15	3	An Adrenaline Rush will keep this Sim pumped and running around everywhere for some time to come!
Feeling Calm	15	Variable	It turns out it was just anxiety getting the best of your Sim. The object wasn't left turned on and impending disaster wasn't looming. But, double checking helps to calm the anxiety.
Comforted	15	3	A quick cry on the shoulder helps the sadness go away.
Sugar Rush	15	Variable	Filling up on sugary goodness makes everything more fun!
New Stuff!	20	2	Sims love getting new things for their homes!
My Love!	20	Variable	Sims in love swoon and flutter about like fools oblivious to the world around them.
Pregnant	20	Lasts until birth	The wonder of creating new life makes pregnancy an exciting time for most Sims.
One With Nature	20	Variable	Outdoorswomen find themselves quite happy when not tucked away indoors.
New Home	20	24	It's a new place to call home!
Read a Masterpiece	20	24	Turning the last page of a masterpiece is like falling in love...it's a beautiful thing.
Saw Great Game	20	16	The fans are rowdy, the food is messy, but when combined with a sports game, it's an experience Sims love!
Cuddle Time	20	5	Teddy bears make excellent sleeping companions.
Exhilirating Shower	20	4	It makes sense that if a Sim uses quality plumbing, they get quality showers.
Awesome Party	20	3	Party plus Party Animal usually equals Awesome Party. It's simple math!
Great Adventure	20	3	Sim had such an amazing time! How could this adventure possibly be topped?!
New Friend	20	8	Meeting someone new and hitting it off well enough to call them a friend is spiffy!
Nicely Decorated	25	Last as long as Sim in room	Well designed décor stands out in a good way and tends to make everyone happier.
Entertained	25	Variable	Sim is entertained.
Winner!	25	8	Sims never tire of the thrill of victory.
I Am the Greatest!	25	8	It doesn't really matter how you got there. Being at the top means being at the top; you are the best!
Virtually Victorious	25	8	Success! Sims love the (virtual) taste and smell of (virtual) victory.
Saw Great Concert	25	16	Sims unanimously agree that experiencing a concert is well worth the potential inner-ear damage.
Saw Great Play	25	16	Sims love to watch people on stage doing funny and unexpected things right before their eyes. Sometimes they get the strangest feeling of déjà vu.
Honor Student	25	24	Hard work and a nose to the books pays off with satisfactory acceptance into the Honor Roll.
Warmed	25	3	There is nothing like the feeling of a warm flame to make a Sim happy.
Saw Great Symphony	30	16	A feast for the ears, Sims devour the mellifluous melodies of symphonies with jubilee.
Threw a Great Party	30	24	Sims love a great party and the host who throws them.
Celebrity	30	Variable	Sims love being recognized by their fans. Celebrity status is so cool!
Superior Equipment	30	Lasts as long as Sim near object	Food made with top-of-the-line equipment just has that superior flavor!
Beautifully Decorated	40	Lasts as long as Sim in room	Rooms adorned with the most expensive sculptures and paintings improve life dramatically.
Having a Blast	40	Variable	Sim is having so much fun it's almost criminal.
First Kiss	40	24	A Sim's first kiss can leave them glowing for a long time.
First Romance	40	48	Love has bloomed for the first time. Could this be the real thing?
Wedding Day	40	24	Sims love to celebrate this incredibly important day with a party...just make sure everything goes to plan!
Celebrated Birthday	40	24	Birthday parties are the best!
Father of the Bride	40	24	Seeing a daughter married makes a father so proud.
Father of the Groom	40	24	Seeing a son married makes a father so proud.
Mother of the Bride	40	24	Seeing a daughter married makes a mother so proud.
Mother of the Groom	40	24	Seeing a son married makes a mother so proud.
Charitable	50	24	It feels great to help out other Sims, especially when they are in need.
Newly Engaged	50	24	With a ring on the finger, vows and true love forever aren't far behind.
Just Married	50	48	Sims always enjoy the joyful period following the marriage. Let's hope the love lasts...
Divine Meal	75	168	Sim has experienced a meal so exquisite, so divine, that it defies description. (i.e., Ate Ambrosia)
It's a Boy	80	24	Bouncing baby boys are delightful additions to any family!
It's a Girl	80	24	Gurgling baby girls are delightful additions to any family!
It's Triplets	80	24	Three babies! Hope your Sims wanted a big family.
It's Twins	80	24	Wow, your Sims were lucky enough to have twins. Double trouble!
Good/Great/AmazingMeal	Variable on cooking skill	Variable	Yummy! Sim enjoyed that meal more than the standard fare.
Comfy	Variable on quality of the chair	Variable	Nothing beats a good seat for comfort except perhaps a better seat.
Well Rested	Variable on quality of the bed	Variable	It's easy to wake up on the right side of the bed when you get plenty of time in the bed.
Beautiful View	Variable on trait	Variable	Would you look at that view!
Beautiful Vista	Variable on trait	Variable	This...house...is...incredible! Somebody really knows how to live.
Enjoying Music	Variable on music preference	Variable	It's hard not to enjoy a beat this solid.
Fit Atmosphere	Lasts as long as Sim is in gym	Variable	Exercising at the gym really improves the quality of the workout.

Neutral Moodlets

Moodlet	Duration/Effect	Description
Learning Quickly	Indicates sped-up learning	Sim is picking up on this skill really quickly–how satisfying!
Cozy Fire	Lasts as long as Sim is in front of fire	Sims enjoy the warm cheery glow of their fireplaces...poke them for extra warmth!
Has to Pee	Alerts that Sim must use bathroom	Your Sim needs to go. Like, "go."
Hungry	Alerts that Sim must eat	Your Sim's a wee bit peckish. The stomach growling isn't far behind.
Sleepy	Alerts that Sim must go to bed	Get Sim to bed soon, to avoid the wrath of the truly tired.
Stuffed	Sim is completely full	Forcing Sims to eat when they are not hungry may lead to loss of appetite and weight gain.
Garlic Breath	Lasts 3 hours	Whoa! It might be time to scrub away that garlic with a toothbrush.
Fatigued	Variable	Activity of the athletic variety naturally leads to a little muscle fatigue.
Baby is Coming	Indicates birth is soon	Uh oh! The water has broken, contractions have started, and the baby is on its way! Get the mother to a hospital soon or sit tight until the baby arrives!
Power Study	Indicates sped-up homework/learning	That quiet library atmosphere makes reading, studying, and working so much more efficient!

Negative Moodlets

Moodlet	Effect	Duration in Hours	Description
On Fire	-200	1	Contrary to popular belief, being on fire is not healthy and can lead to symptoms including panic, burns, and death. Best find some water quickly!
Starving	-80	0	Allowing Sims to starve is quite cruel! Get Sim some food immediately to avoid an unnecessary death.
Heart Wrenching Scene	-60	Lasts until leaving	Witnessing a break up is truly heartwrenching. Hopefully the two Sims can reconcile and find new love elsewhere...
Betrayed	-50	24	Being cheated on is tough to move past. Talking it out with the other Sim would speed the healing process.
Mourning	-50	48	The death of a loved one affects those closest to them. Sims can mourn at a tombstone or move it to a graveyard to feel more at peace.
Heart Broken	-50	48	A broken heart is an affliction only time and tears can heal.
Vile Surroundings	-40	Lasts until leaving or cleaning	This room is so fetid and foul. Sims were not meant to endure such a lax household cleaning philosophy!
Exhausted	-50	0	At this level of sleep deprivation, even the floor looks like a good bed to this Sim.
Failing	-40	18	Having to stare at a failing grade on a report card just stings. Homework completion and a good mood will improve low marks.
Desolate	-50	0	When Sims get really, really lonely, they need to talk to somebody. Anybody.
Singed	-40	0	Fire burns quickly, but it will burn a Singed Sim even faster, so avoid hot situations.
Singed Electricity	-40	0	Sims find it unenjoyable to be electrocuted, especially because it may stop their heart. Until this wears off, Sims should steer clear of further potentially electrifying activities.
Horrified	-35	8	Terrible things have been seen underneath the mausoleum. Explorers beware.
Stressed Out	-40	Variable	Sim is in desperate need of some entertainment. The daily grind has ground the enjoyment of life to a halt!
Really Has To Pee	-30	0	The bladder situation has only gone from bad to worse; find a bathroom soon!
Missed the Wedding	-30	24	It's a bad, bad, bad idea to miss the wedding. It takes two to tango and your Sim missed the dance.
Rejected Proposal	-30	6	It hurts to propose and be rejected. The good news is that Sims can try again as many times as they like. Of course, each rejection will hurt just as much.
Fired	-30	Variable	Ouch! Getting thrown out of the workplace never feels good. Time to find a new job...
Missing Work	-30	0	Workaholics don't get stressed from working, but from not working.
Lost a Friend	-25	Variable	The loss of a friend hurts, but can be easily rectified by giving them a call and rekindling the friendship.
Scared	-25	3	Scaredy-cats are scared of pretty much everything, but they really show it when their life flashes before their eyes.
Virtually Terrified!	-25	3	Yikes! That snaggle toothed monster looked far more realistic than expected. Who knew monster breath would be so...fragrant...in virtual reality.
Too Many People	-15	0	Certain Sims may not feel too comfortable around large groups.
Nauseous	-25	2	Sim isn't feeling so hot. You may want to keep her around a bathroom.
Filthy Surroundings	-30	Lasts until leaving or cleaning	The grime and muck is really starting to pile high. It won't be long before it starts paying rent.
Plagued by Nature	-20	0	It's often best for Sims who Hate the Outdoors to spend as little time out there as possible.
Stir Crazy	-15	Lasts until leaving house	Sims should leave the house frequently for sanity's sake. Shake well with a community marinade for best results.
Tired	-40	0	When Sims get too tired, their mood begins to go south.
Very Hungry	-40	0	Gnawing hunger is not a good feeling for Sims. Feed regularly to avoid.
Hydrophobic	-20	Lasts until away from water	There's just too much water for Sim to enjoy this moment.
Drowning	-40	Lasts until taken out of water	Sims breathe air. Anything else gets a little...suffocating.
Stuff Taken	-15	24	Sims really like their stuff, and when someone grabs it, they take it quite personally.
Rejected By Ex	-20	6	Sims don't like getting rejected, especially by someone who used to like them. Sims will have less luck socializing while they stew over a rejection.
Witnessed Betrayal	-20	6	Witnessing the romantic betrayal of a loved one is quite devastating.
Detention	-20	4	Aww shucks! Nobody likes spending time in detention!
Embarrassed	-20	3	Situations like this should be avoided at all costs...they're hard to live down.
Aching Back	-20	4	An aching back is quite the nagging problem. A massage would surely help.
Buzz Crashed	-10	3	Caffeine buzzes wear off eventually, leaving a sad Sim. Walk it off or have another cup!
Disgusted	-5	Lasts until leaving or cleaning	Revolting sights and smells will have this effect on Sims, so it's best to move them away.
Afraid of the Dark	-15	0	Heading inside or finding a bit of sunlight will take care of this cowardly affliction.
Disappointed	-15	24	Some Sims just hate it when they blow a chance to impress others.
Caught After Curfew	-15	3	It's so unfair! Why don't parents understand?
Offended	-15	3	Offense, when given, will require a healthy dose of time to forgive and forget. Or the dreaded apology.
Humiliated	-15	3	Humiliation tends to rear its ugly head just behind the heap of insulting comments.
Threw a Lame Party	-15	8	Some Sims throw awesome parties. Others throw parties that compare roughly with a stomach virus.
Crying Baby	-15	Lasts until leaving or baby stops crying	If the baby can't be quieted, it's best to get as far away as possible.
Feeling Anxious	-15	Variable	Neurosis overtakes some Sims with a feeling of anxiety that can only be solved by confronting the problem head on.
Anxious to Advance	-15	0	It's been a long time since a promotion has been earned or a skill has been improved... too long!
Overworked	-15	12	All work and no play makes it so that Sim needs to lay off putting in all that extra effort.
Upset	-15	3	It's hard to endure the rough patches with those you care about.
Itchy	-15	4	There's just no way to scratch the cursed itch!
Bad Night's Sleep	-15	6	Sleeping on a cheap bed would make any Sim grumpy.
Dirty Surroundings	-15	Lasts until leaving or cleaning	Garbage, filth, and grime do not improve one's surroundings.
Enemy!	-10	Lasts until Sim leaves	The presence of garbage would be preferred to that of a hated enemy!
Unfinished Room	-10	Lasts until room finished	This room needs proper flooring and wall covering of some sort to be considered complete.
It's Dark	-10	Lasts until room brightens	A little light would certainly improve things. Perhaps some windows to let natural light in, as well?
Strained	-15	Variable	Sim could stand a few hours of fun to iron out the stress.
Sore	-10	6	Sims may occasionally feel a little pain, but the results are usually worth it. Sometimes a massage can help...
Technophobia	-10	3	Some Sims really can't stand watching TV no matter what the channel.
Can't Stand Art	-10	3	One Sim's art is another Sim's garbage. Some Sims just don't appreciate the finer things in life.
Rude Awakening	-10	1	Loud noises and ruckuses will disturb sleeping Sims. Keep those stereos off and the conversations somewhere else, and don't light the bedroom on fire.
Dislikes Children	-10	Last until Sim or child leaves	Some Sims just don't find children to be adorable bundles of joy.
Rude Guest	-10	4	Sims don't like it when other Sims are rude, especially houseguests!
Rejected First Kiss	-10	6	It's sad when a Sim gets rejected for a first kiss. Very sad. A rejected sim needs time to cool off before their social skills will be back on track.
Bad Reception	-10	Variable	Cheap television sets don't always provide the most pristine picture.
Tired From Moving	-10	6	It's been a long day, but it's good to be home and settled in.
Creeped Out	-10	Variable	Ewww! Someone sure is acting creepy!
Cold Shower	-10	3	Freezing jets of water will dull any mood. Perhaps it's time to upgrade the shower...
Tastes Like Fridge	-10	Variable	Every bite shouldn't contain flavors from everything else in the fridge. Quality fridges never have this problem!
Uneven Cooking	-10	Variable	At least the left-most portion was cooked correctly...right? Maybe a nicer stove would burn better.
Lonely	-15	Lasts until Sim finds company	Communication is a must for Sims. A quick chat will fix things right away.
Smelly	-10	Lasts until shower	Sims don't like to stink. More importantly, Sims don't like other Sims that stink.
Grungy	-5	Lasts until shower	Yuck! That layer of grime growing might mean it's time for a bath or shower.
Wasted Food	-5	Variable	Don't throw away good food! There are starving children in Strangetown!
Creepy Graveyard	-5	Variable	Graveyards are terrifying places filled with dead bodies, the ghosts of the bodies, and fear.
Boring Conversation	-5	3	Yawn! Will they ever stop talking?
Feeling Unlucky	-5	23	Today is NOT Sim's lucky day. Nothing good can come of this.



The Sims 3 Primer

Mood Boosting Tips and Tricks

Mood Boosting Tips and Tricks

We have collected a host of suggestions for increasing the appearance of positive moodlets as well as minimizing negative moodlets. Because a good mood has such a far-reaching effect, use these tricks to maintain a smile on your Sim.

Food Boosts

The simple act of eating can have a very positive effect on your Sim. Not only does it negate hunger, but quality food can also put a Sim on cloud nine (or clouds one through eight, depending on how good the meal is). Here are some tricks for maximizing mood through eating:

Develop the Cooking skill. As your Sim approaches level 10, they make higher and high quality meals. Quality meals result in the Good Meal, Great Meal, and Amazing Meal moodlets depending on the skill of the cook and the number of times the recipe has been prepared.

Sims get better at a recipe the more they make a dish. Fortunately, they do not get tired of eating the same thing so if your Sim masters a dish like Goopy Carbonara and keeps making it, Sims get moodlet boosts for eating it.

Place leftovers in the fridge of Excellent or Perfect recipes and eat them whenever the Sim is hungry. Buying a more expensive fridge helps leftovers keep longer so you waste little time making additional servings every day and can enjoy a quick mood boost from eating good food.

When a Sim finally reaches level 10 of the Culinary career, they get a special fridge that not only keeps leftovers for a long time, but Sims get the Superior Equipment moodlet just for walking past it.

If your Sim makes a new recipe and does a poor job resulting in a disgusting meal, don't eat it. Just rely on a quick meal to satiate hunger. The Sim is sad over wasting food, but the mood hit for the Nauseous moodlet is worse.

At level 10 of the Cooking skill, Sims can buy the Baked Angel Food Cake recipe. Eating a serving of this recipe results in the Warm Fuzzies moodlet, which gives an easy mood boost for five hours.

Eating out at the diner or bistro always results in a food-related mood boost. Sure, it costs Simoleons, but the eight-hour moodlet boost will pump up your Sim's overall mood. Try eating at the bistro or diner before going to work for an extended mood boost.

Dining at the bistro occasionally (but not too often) results in the Divine Meal moodlet. This moodlet boost lasts for an entire week and offers +75 to your Sim's mood. Talk about a happiness generator.

Feed Ambrosia to your Sims so they get the coveted Divine Meal moodlet. The recipe is available from the bookstore once Sims reach level 10 of the Cooking skill. However, the recipe does not come cheap. It costs §12,000 and it's worth every single Simoleon.

No time to cook? Just grab a quick snack. If you let your Sim get too hungry, they get the Very Hungry and Starving moodlets. These negative moodlets last a long time and are terrible to have, especially before going to work.

In addition to buying a good fridge, splurge on a good stove. This reduces the chances of preparing a meal that results in the negative Uneven Cooking moodlet while working on new recipes.

Environment Boosts

Sims are affected by their surroundings at home. You can boost mood by making sure your Sims have a pleasant pad. Sure, it may cost a little money to get the best stuff and make your Sims happy, but maxing out mood is almost always worth the expenditure.

Sims love new stuff. In fact, buying a new object for the house results in the appropriately named New Stuff! moodlet, which is a quick mood booster.

Keep your lot clean. It doesn't take that long to pick up dishes or make sure objects in the bathroom are clean. Mop up puddles right away, too. Dirty houses result in negative moodlets like Filthy Surroundings. Walking through a dirty house on the way to work is a real mood-killer.

Master the Painting skill so your Sims create Masterpieces. Masterpieces add huge environmental boosts to rooms that help foster the Decorated moodlets.

Spend some Simoleons on nice objects such as paintings and sculptures so Sims get the Decorated moodlets just for passing through a room.

Install a fireplace in your Sim's house. When Sims walk past it while a fire crackles, they get the Cozy Fire moodlet. If they linger near the fireplace, they get the Warmed moodlet.

Speaking of heat, if a gardening Sim grows a Flame Fruit and keeps it in their personal inventory, they always enjoy the Warmed moodlet.

Place a swimming pool on your lot. Sims get the Lovely Pool moodlet when they are near it.

Buy the rubber duckie from the supermarket and place it on the tub in your house. Every time Sims take a bath, they get the Duck Time Fun moodlet. That's an easy mood booster.

All Sims like music. Place a stereo in your house and play music for your Sims so they get the Enjoying the Music moodlet. The potency of this moodlet increases with the quality of the stereo. If a Sim with the Handiness skill upgrades e stereo so it plays music in all rooms, all Sims in the house enjoy the moodlet boost when music is played.

In addition to digging on music from a stereo, Sims also like the sound of the guitar. A skilled musician can cause the Enjoying the Music moodlet, too.

Not all chairs are created equal. When browsing the chairs, look at the comfy rating. The higher the rating, the comfier the chair. (And, chances are, the more expensive the chair, too.) However, spend the extra Simoleons for the comfy chairs and sofas. Sitting in one—even for just a few moments—results in the Comfy moodlet.

Your Sim gets the Pristine Picture moodlet boost from watching a quality TV. If a handy Sim tinkers with it, the chance of getting this moodlet increases. It's another easy way to boost overall mood.

Social Boosts

With the exception of Loner Sims, Sims love to be social. Many positive moods come from being a gadfly or a schmoozer, so consider these tricks while dealing with other Sims. Your next social interaction could put your Sim's mood up into the green!

Parties put Sims in good moods. If you put together an awesome party that your guests enjoy, you get the Threw a Great Party moodlet, which lasts an entire day.

Know a Sim who is a Great Kisser? A little smooch from this Sim results in a nice little moodlet, Great Kiss. On the way out the door, that's an easy pick-me-up.

Meeting a new Sim is always enjoyable, but when your Sim converts that acquaintance into a friendship, they can enjoy the New Friend moodlet. So, get out there and socialize. Just watch out for clumsy conversations so you don't end up with negative moodlets like Embarrassed or Boring Conversation.

If you have multiple Sims in your household, have them stop and compliment each other for a moment to get the Flattered moodlet.

Need Boosts

Each Sim has six primary needs. Addressing these needs often boosts the overall mood. Because we already dealt with food-related mood boosts, these strategies are related to the remaining needs.

It's tempting to push your Sims to the limits of sleep in order to squeeze as much into a day as possible. However, getting a full night's sleep gives the Well Rested moodlet for a full 10 hours. That's a great moodlet to have before going to work.

Got a spare hour? Take a nap. The Had a Nice Nap moodlet is a quick fix that adds a nice mood bump for a few hours.

Obviously, Sims like to have fun. Giving your Sim something to do they enjoy (often related to traits, such as giving a good book to a Bookworm) will bring on the Entertained moodlet. Keep it up for six hours and that moodlet turns into the Having a Blast moodlet, which is an even bigger mood booster.

Hygiene is an important need. It's not just that Sims do not like being around stinky Sims, but taking care of Hygiene needs can often result in a positive mood boost.

The Minty Breath moodlet boost is a quick hit for very little effort. Just brush your Sim's teeth at any sink. Make it a habit.

Buy a quality shower and enjoy the Exhilarating Shower moodlet boost. Get this right before heading out the door to work (along with a quality meal) to have a great day at the office.

Whoa—is your Sim afflicted by the Strained moodlet? Get rid of it as soon as possible with a massage or fun activity!

Out and About Boosts

There are many ways to boost your Sim's mood outside the house. Many community lots such as the theater have positive effects on mood, so if your Sim is down in the dumps, try these suggestions for turning that frown upside-down:

If your Sim has the Loves the Outdoors trait, just going out into nature results in the One with Nature moodlet. It's an easy mood booster achieved by just going outside, so consider making sure your Sim has this trait.

Visiting a city park gives Sims the Beautiful Park moodlet. It offers a nice mood bump. However, you can kick your mood up another notch by bringing a stereo when heading to the park. Place the stereo on the ground near your Sim and play some music. Now your Sim not only gets the Beautiful Park moodlet, but also the Enjoying the Music moodlet.

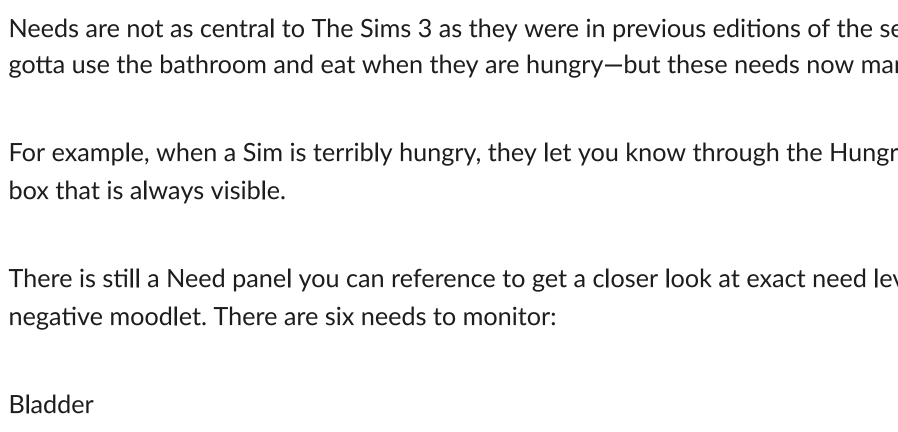
Many facilities such as the theater or science facility offer tours. If your Sim has a trait that is related to the location, take the tour and enjoy the Impressed and/or Fascinated moodlets.

The day spa is a positive moodlet factory. Buying treatments at the day spa results in a variety of moodlets—all of them positive. The more expensive the spa treatment, the better the effect. The body treatments, for example, result in the Rejuvenated moodlet. If you spring for the top treatment, you can get up to +100 on your mood for 24 hours. You are effectively buying happiness!

Go to the movies! This is a cheap way to get an extended mood boost called Saw a Great Movie. It lasts for 16 hours, so if you catch a flick the night before work, you'll enjoy the effect of the moodlet for the majority of the next day's shift.

On your way out of the house, stop by the mailbox and donate some Simoleons to charity. The more Simoleons you donate, the bigger the boost from the Charitable moodlet. The moodlet lasts an entire day, so it's an effective way to pump up a Sim.

Needs



Needs are not as central to The Sims 3 as they were in previous editions of the series. Needs are still important—after all, Sims gotta use the bathroom and eat when they are hungry—but these needs now manifest themselves through moodlets.

For example, when a Sim is terribly hungry, they let you know through the Hungry moodlet that appears right in the moodlet box that is always visible.

There is still a Need panel you can reference to get a closer look at exact need levels. This a helpful way to head off a potential negative moodlet. There are six needs to monitor:

Bladder
Energy
Fun
Hunger
Hygiene
Social

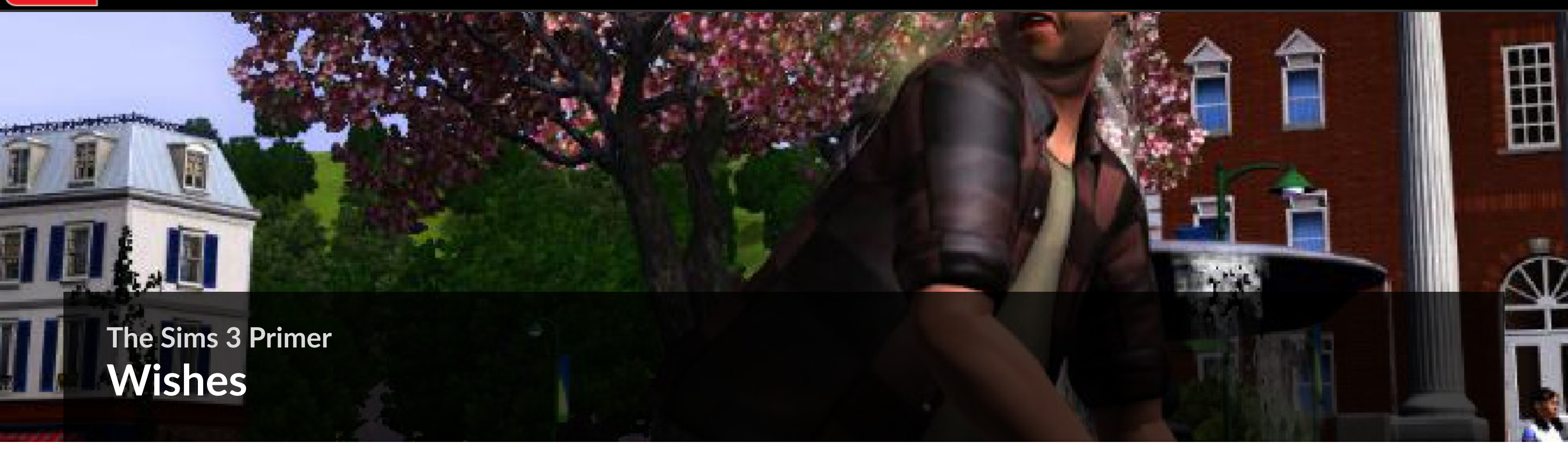
Each need in the Needs panel is accompanied by a meter that shows you the exact level of the need at that moment, such as whether or not the need is being met (the meter appears green) or the need has been ignored for far too long (red).

If you check in on the Needs panel and you see that the Hunger meter is yellow, the satisfaction of that need has dropped below 50 percent and is on its way to red territory.

When that meter turns red, a negative moodlet associated with that need appears and the Sim's overall mood takes a hit.

Caution

While more attention is paid to moodlets, you ignore the Needs panel at your own risk. Just pop into the Needs panel and survey the satisfaction levels, thus heading off a negative moodlet.



The Sims 3 Primer

Wishes

It is through wishes that Sims feel both fulfilled and productive, but not all wishes are equal. In fact, there are other ways to define a Sim's life besides Lifetime Wishes.

The day-to-day desires of Sims are also very important, such as the desire to chat with another Sim or learn a new recipe.

These smaller wishes commonly factor into the overarching Lifetime Wish, and also help with skill development and the career advancement.

Fulfilling a promised wish to a Sim results in the acquisition of Lifetime Happiness points. The reward is not nearly as much as a Lifetime Wish, but the points from fulfilling smaller wishes really add up over time.

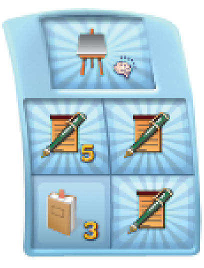
Note

Not every wish is worth the same number of Lifetime Happiness points to every Sim. Depending on a Sim's wants, traits, and needs, a wish is worth a different amount than it would be to another Sim.

Making Wishes Come True

Almost as soon as your Sims move into their new houses, they start expressing wishes and desires via the Wish panel at the bottom of the screen.

Sims can have up to four active wishes at any time and express one in the arched bubble above the Wish panel. To promise a new wish to a Sim, left-click on it. That moves it into the Wish panel.



If you find an incoming wish more appealing than a promised wish but have no more empty slots, right-click on one of promised wishes to remove it. There is no penalty for getting rid of a promised wish.

The Wish Panel

Caution

You cannot undo a denied wish—once it's gone, it's gone. It may come back later, but don't count on it.

Once added to the Wish panel, a wish stays there until it is either fulfilled or denied. The number of Lifetime Happiness points for a promised wish do not deteriorate over time either.

If you hold on to the Have a Baby wish for several days before attempting to fulfill it, it is still worth the same number of Lifetime Happiness points as the first moment it appeared.

Wishes are not universal. Every Sim wants different things, although you may see similar wishes appear within Sims in the same household that have similar traits, skills, or careers.

Ages also affect the wishes, as a child will want different things than an adult. It is also important to note that some promised wishes disappear when a Sim ages up.

Because the Sim is moving into a new age group and possibly gaining a new trait that affects personality, that Sim is likely to have totally different desires.

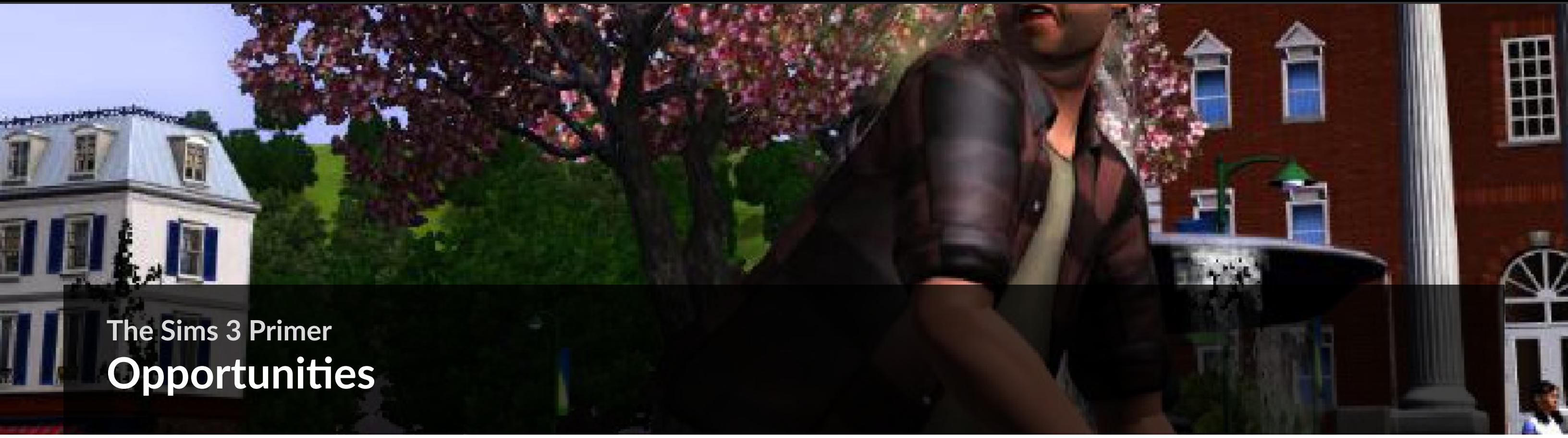
Lifetime Happiness Points

Whether you accumulate Lifetime Happiness points by boosting mood up into the bubble or by fulfilling wishes, they all go into the same pot.

These Lifetime Happiness points can then be traded for Lifetime Rewards, which are a collection of special objects, skill modifiers, or personality tweaks that can make your Sim's life easier or send it spiraling into an entirely new direction.

Lifetime Rewards

Lifetime Reward	Cost	Function
Steel Bladder	10000	Never have to go pee
Change Lifetime Wish	10000	Pick a new Lifetime Wish to replace current one
Dirt Defiant	15000	Hygiene concerns be gone!
Hardly Hungry	25000	Don't have to eat as often
Professional Slacker	5000	Does not lose career performance for using the Slack Off tone at work
Speedy Cleaner	5000	Sim can clean objects faster
Fast Metabolism	5000	Change body shape faster
Multi-Tasker	10000	Increased career performance / Do homework faster
Extra Creative	30000	Paintings are always higher-than-average quality
Acclaimed Author	30000	Increased royalty checks (from Writing)
Super-Green Thumb	20000	Harvestables are of universally higher quality
Never Dull	15000	Always interesting (never boring when socializing)
Discount Diner	5000	Free restaurant meals
Complimentary Entertainment	5000	Free theater shows
Bookshop Barginer	10000	Cheaper books
Office Hero	5000	Popular w/ peers (Increased Relationship Gain during "Hang with Co-Workers")
Vacationer	15000	Reduce performance decay for missing work
Legendary Host	5000	Everyone Invited shows up to your parties and they have a higher quality
Haggler	15000	Permanent shopping discount (at stores)
Long Distance Friend	20000	No relationship decay when apart from LTRs
Fast Learner	15000	Develop skills faster
Attractive	10000	Sims with appropriate preference start in a high relationship to you
Observant	5000	Instantly learn traits when socializing (tunable number of traits learned)
Opportunistic	10000	Increase opportunity rewards (earn 2x reward)
Fertility Treatment	10000	Increases chance of conception and chance of twins or triplets
Mid-life Crisis	20000	Change traits
Collection Helper	40000	This adds marks on Map View that help spot collectibles like metals and beetles
Body Sculptor	30000	Instantly change body shape with this wish
Mood Modifier	60000	Remove negative moodlets...most of the time
Food Replicator	50000	Freely duplicate meals without the shopping or cooking time
Teleportation Pad	75000	Quick way of getting from home to specific destinations



The Sims 3 Primer

Opportunities

As you live each day, your Sim encounters opportunities related to social situations, careers, and skills. These opportunities often come out of nowhere—just as they do in real life.

Opportunities provide short-term goals, but they are not mandatory. There is no penalty for dismissing an opportunity or for not completing an opportunity.

However, because each opportunity has a reward, such as Simoleons or a promotion, it pays to pursue them as best as you can.

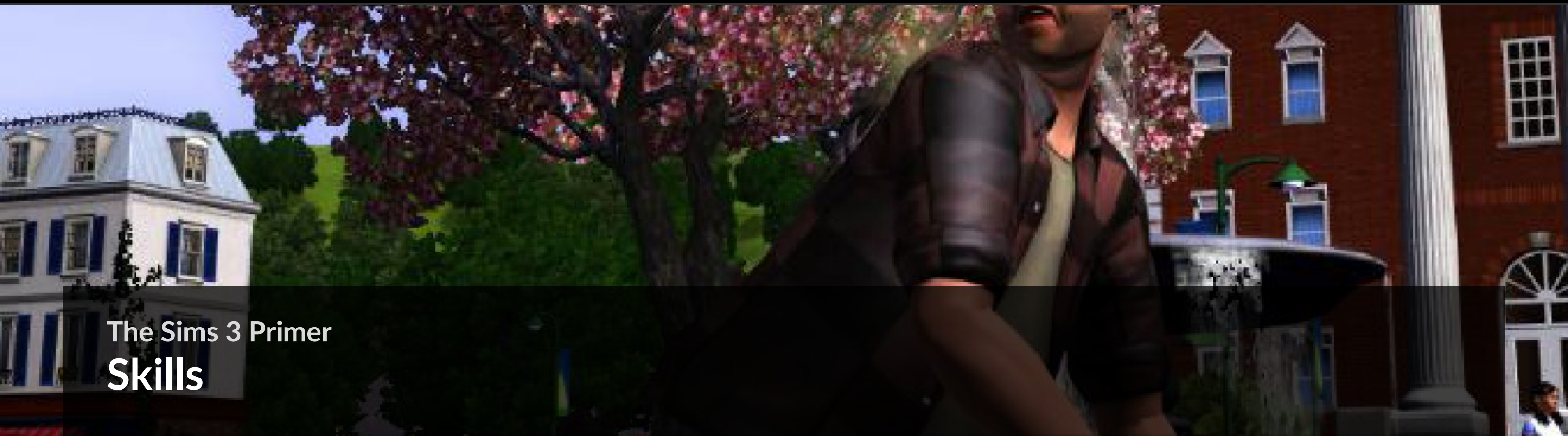
Note

You get many opportunities from being social, so definitely get out there and mingle.

Many opportunities are time-sensitive. If you are presented with an opportunity with a time limit, such as participating in a cook-off, you are given the deadline right up front.

Keep these deadlines in mind because many opportunities actually require a little work. You cannot expect to complete an opportunity with just 10 minutes left on the clock.

To track your active opportunities, use the Opportunity panel. There are three opportunity categories: skill, career, and special. You can only have one opportunity in each category at a time. You cannot stack opportunities or bank them for later.



The Sims 3 Primer

Skills

Sims love to learn—they are just waiting for a little nudge from you. Sims can pick and eventually master a variety of skills, from writing to gardening to learning how to play the guitar.

Learning a skill is a good way to shape a Sim's personality, especially if the skill is aligned with a specific trait, such as the Gardening skill and the Green Thumb trait.

Skills are also a great way for Sims who do not want a traditional career to make money and contribute to the household. Some skills can also be treated as part-time jobs, like growing harvestables or working on a novel.

Development

Any Sim can learn any skill—all it takes is a time commitment and a drive to be the best. Some traits help a Sim master a skill sooner or at least more efficiently. For example, the Bookworm trait lets Sims read faster, which helps speed the process of learning from books.

Some skills can be first learned by reading a book or taking a class, which gives you a full level boost. Learn the first few levels of a skill by doing.

When the levels are getting harder to attain, attend a class or pick up a book. You will reduce the time required to reach that next level.

Use public equipment whenever possible to save money early in your Sim's life. The Athletic skill, for example, is improved by using gym equipment.

Sims learn a little faster when they are in a good mood, so do things that give Sims positive moodlets before and while trying to master a skill. For example, learning the Logic skill by playing chess at the park can give your Sim the Comfy and Beautiful Park moodlets.

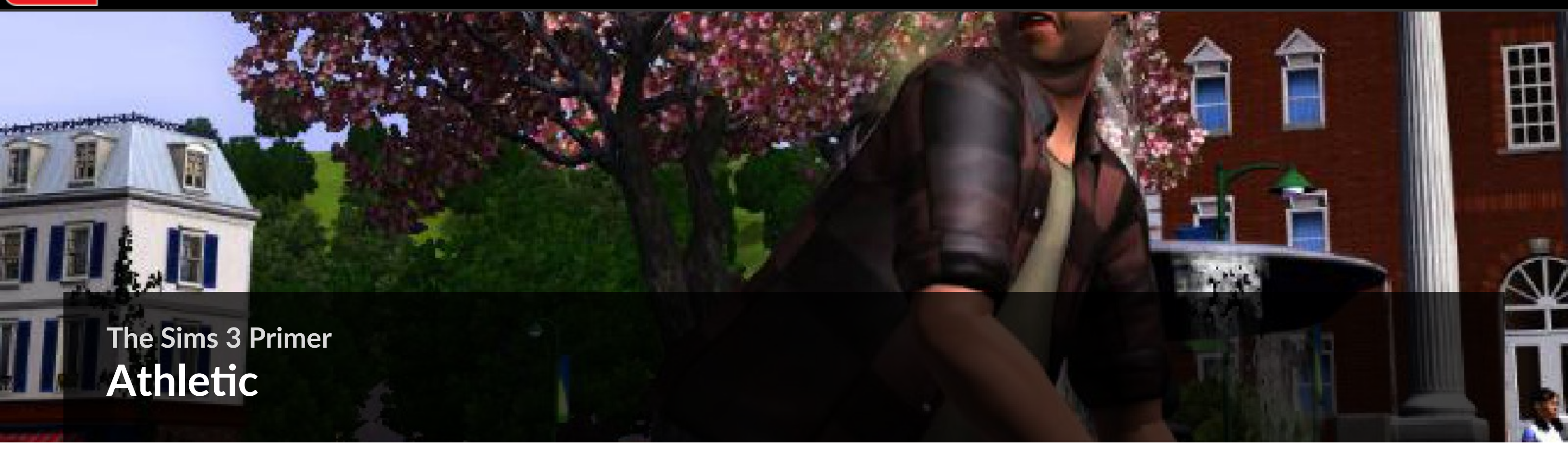
Cheap equipment can slow skill development. At first you may only be able to afford a cheap stove, for example. But when you can afford it, trade up. Your Sim will learn a little faster.

Skill Journal

Sims don't start out with any skills. When a skill is first learned, it is added to the Skill panel, and an entry in the Sim's Skill Journal tracks the development of the skill. The journal charts more than current skill level, though.

Skills that produce tangibles, such as Writing or Painting, have each created work logged in the journal. Other journal entries track time spent doing various activities.

The Skill Journal also details Skill Challenges, which are specific titles bestowed on a Sim who completes a set of requirements.



Athletic

Want to feel the burn? Develop the Athletic skill to positively affect your Sim's health in a variety of ways, from body shape to longevity.

There are two types of exercise: strength and cardio. Using the weights improves muscle definition, while cardio drops pounds.

Acquire by : Take Athletic Class, Use Exercise Equipment, Swim, Workout with TV, Workout with Stereo

Development tools : Shut-In Treadmill, Exercise Queen, Pool, TV, Stereo

Development Benefits

Developing the Athletic skill is essential for the Professional Sports career, but it's also useful for the Law Enforcement career.

If Sims want to excel at work, they must hone this skill on home equipment, at the gym or pool, or on the machines at the stadium.

Sims can also exercise at home with the TV or a stereo, but the workout is not as effective as one with dedicated equipment.

The higher the Sim's skill, the longer they can exercise without earning the Fatigued moodlet.

Here are the benefits of developing the Athletic skill:

Level 1 : As soon as Sims hit the first level of this skill, they can choose to jog to locations as exercise.

Level 3 : Sims can earn the Pumped moodlet from extended workouts once they reach level 3.

Level 5 : Once Sims reach level 5 of the development ladder, they also run faster when directed around town on foot via the Go Here interaction.

Level 6 : At level 6, athletic Sims learn the Train interaction, which lets them help other Sims improve their Athletic skill.

It requires an exercise machine. When another Sim is getting trained by a level 6 athlete, the exercising Sim loses weight and gains Athletic skill faster than if they were exercising alone.

As the Athletic skill is developed, Sims earn new "tones" for workouts. These special tones modify a workout, which can lead to earning or avoiding certain moodlets.

The Don't Break a Sweat tone is good for minimizing the amount of Hygiene decay so the Grungy moodlet doesn't kick in as soon. Use these tones to get the best possible workout for the current situation.

Don't Break a Sweat (Level 1) : Bad Hygiene is a real problem with extended workouts. Use this tone to work out without a heavy Hygiene decay.

Good Pacing (Level 3) : Good Pacing lets you increase the length of a workout before the Fatigued moodlet takes effect.

Push Self (Level 5) : Use Push Self to increase the speed of building muscle, dropping pounds, and gaining skill. However, after Push Self is used, Sims wake up with the Sore moodlet.

Quick Burst (Level 7) : Quick Burst allows your Sim to get a lot of body shape change and skill much faster than usual, but the Sim gets fatigued and sore much more quickly as well.

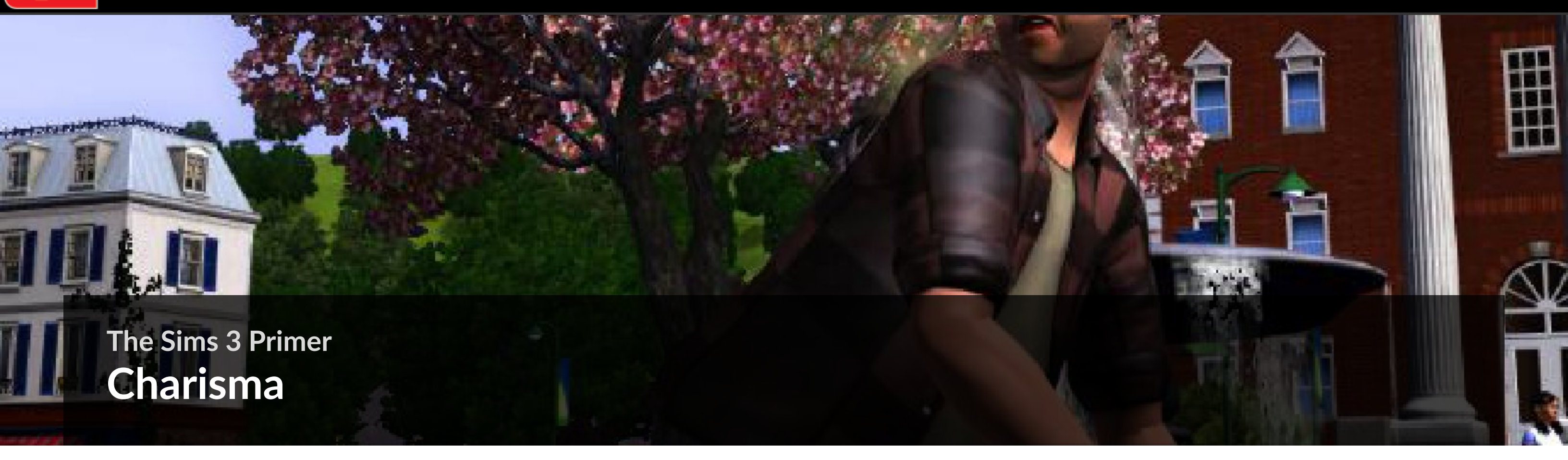
Working out with other tones until fatigued will always yield more skill and body shape change than working out until fatigued using Quick Burst, but Quick Burst gives you faster skill gains.

Skill Challenges

Body Builder : Body Builders have dedicated at least 60 hours to strength workouts. This dedication pays off, because they are never fatigued after strength workouts.

Marathon Runner : Marathon Runners must run at least 500 kilometers before they earn this title. However, accomplishing this incredible feat guarantees them a longer, healthier life.

Fitness Nut : Fitness Nuts have spent 75 hours focusing on cardio workouts. All that time experiencing the burn means they are no longer fatigued after cardio workouts.



Charisma

Everybody knows someone who can breeze into a room, seamlessly enter any conversation, and suddenly become the focal point. The key to such feats is Charisma.

This skill is essential for Sims who want to effectively socialize. Tuning this skill unlocks new social interactions that simplify befriending other Sims and developing meaningful relationships.

Acquire by : Take Charisma Class, Read Charisma Manual, Practice Speech in a Mirror

Development tools : Books, Socials, Mirror, Parties

Development Benefits

Enhancing the Charisma skill opens exciting new avenues of conversation as well as a special social that guarantees a smooth recovery from any conversational snafus.

However, developing the skill requires more than just taking a class and then practicing your charismatic moves with a book or by talking into the mirror.

It requires making friends and maintaining relationships during the course of the skill development. Each level of the skill requires a specific number of friends and relationships.

Without these connections, you cannot advance up the skill tree, no matter how long you practice that wolfish grin in the mirror.

Here are the number of friends and relationships required to develop the Charisma skill:

Charisma - Development

Level	Required Friends	Required Relationships
1	0	0
2	0	2
3	1	3
4	2	4
5	3	6
6	4	8
7	5	10
8	6	15
9	8	20
10	10	25

Tip

Sims who develop the Charisma skill increase the effectiveness of social interactions at work, such as Meet Co-Workers or Suck Up to Boss.

Note

Whenever you use a positive social, the Charisma skill gets a little boost.

Practice your Charisma skill by working on your speech in the mirror at home.

Charismatic Sims get additional greetings that start a conversation right, such as Amusing Introduction and Friendly Introduction. These greets are more potent than regular greets.

As the skill develops, more greet modifiers appear that increase the social weight of the greeting and can steer the conversation. Here are the modified greetings with each advancing level:

Charisma - Greetings

Level	Greet Modifier	Type of Greet
1	Friendly	Friendly
2	Amusing	Funny
3	Interesting	Impressive
4	Flirty	Romantic
5	Affectionate	Romantic
6	Funny	Funny
7	Impressive	Impressive
8	Hilarious	Funny
9	Loving	Romantic
10	Hot	Romantic

Three special socials unlock as you develop the Charisma skill. Once you reach a specific level, you learn these new socials:

Charming Introduction (Level 1) : Sometimes, introductions are the toughest part of the conversation. Sims with high Charisma levels become more adept at introductions, as seen by the modified greets. Once charismatic Sims reach level 10, their Charming Introduction rockets them into Friend status right away.

Get to Know (Level 3) : This social helps with discovering the traits and interests of other Sims. Once learned, this social becomes more powerful as the Sim approaches level 10 of the skill. Eventually, there is no possibility of rejection when inquiring about traits and interests.

Smooth Recovery (Level 5) : Oops. You said the wrong thing. If you have the Smooth Recovery social, you can try to revive the conversation. If may not always work, but as the skill nears level 10, the chance of success increases.

Skill Challenges

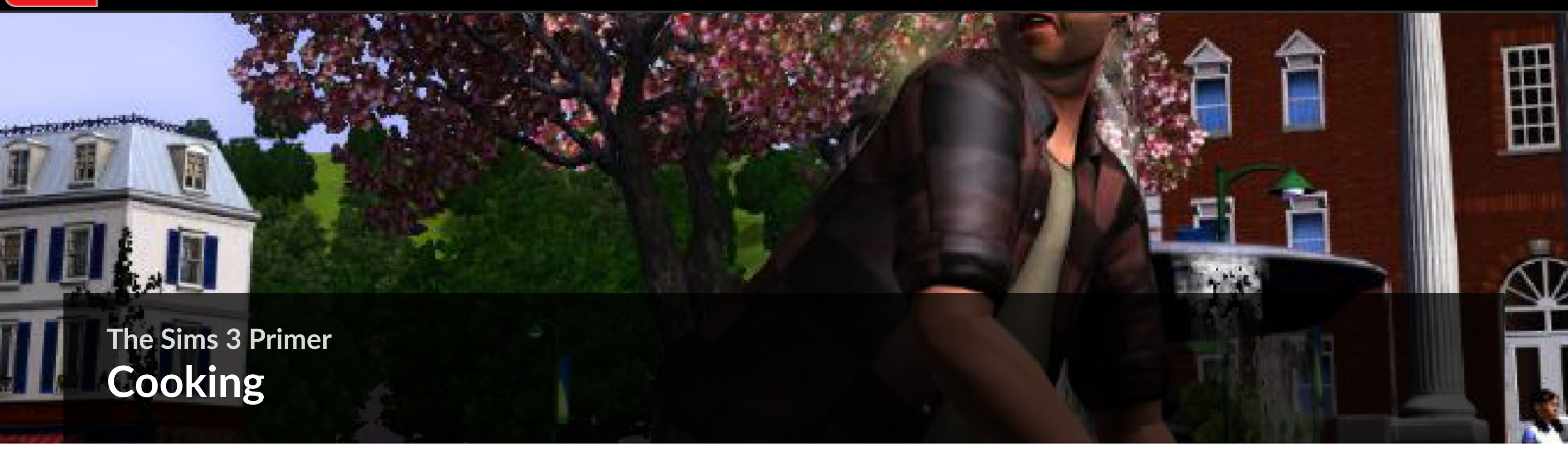
Celebrity : Celebrities are Acquaintances with at least 25 local Sims. Celebrities build relationships faster due to a hefty starting relationship bonus.

Personable : Personable Sims have learned at least 50 traits of their friends and neighbors. They learn traits more quickly when conversing with new people.

Super Friendly : Super Friendly Sims can honestly say they have at least 20 Friends. It seems like an impossibly large number of relationships to juggle, but for Super Friendly Sims, friendships never decay.

Everybody's Best Friend : To be Everybody's Best Friend, have at least 10 Best Friends. Your Friends skip Good Friend and jump immediately to Best Friends.

Comedian : Comedians have successfully told 100 jokes, which amounts to quite a few laughs. Jokes told by Comedians rarely fall flat.



The Sims 3 Primer

Cooking

Save for using the bathroom and sleeping, no activity is more crucial to a Sim than eating. Food is a central part of every Sim's life, so having a Sim around who can actually cook is a boon to everybody's mood.

However, very few Sims are awesome in the kitchen right away—even those with the Natural Cook trait. Cooking must be practiced. It's hard work, but it has great rewards. Very few things offer a pick-me-up quite like a good meal.

Acquire by : Class, Prepare Meals, Read Cookbook

Development tools : Books, Meal Preparation Interactions, Foodstuffs, Recipes

Development Benefits

Sims must eat to survive. At first, Sims have access to just a handful of recipes, but can also just grab quick meals out of the fridge. Quick meals have zero prep time, are eaten quickly, and reduce hunger.

However, quick meals and snacks do not help develop the Cooking skill, nor can they be served to groups of Sims like a full meal.

Tip

Ditch the cheap stove as soon as possible so you stop getting the Uneven Cooking moodlet. Plus, more expensive stoves help with both the speed of preparing a recipe and the quality of the end result.

The shortcomings of quick meals make developing the Cooking skill so important. Not every member of a household needs to excel at the skill, but a general acquaintance with it is very useful.

Prepared meals build the Cooking skill while being made, can serve groups of Sims, and if made well, can improve mood.

Quality of Food

As the Sim develops the skill, the food they make improves. The more recipes learned also improves the variety of dishes served, which has a positive effect on every Sim who eats them

When a Sim first tries to cook a recipe, there is a good chance they will fail and create a disgusting version of the dish. It is still edible, but it hits Sims with a negative moodlet

A recipe's quality is affected by the Sim's level of Cooking skill and the number of times they've cooked the dish. Eventually, a dish the Sim once botched will provide great happiness, inspiring moodlets such as Good Meal and Amazing Meal.

Tip

Recipes that use harvestables grown by a Sim with the Gardening skill also use the quality of the harvest to determine the quality of the meal. The better quality the harvestable, the better the meal.

Recipes Learned

Two types of recipes are opened by developing the Cooking skill: learned recipes and acquired recipes

Learned recipes are purchased in the bookstore, but cannot be opened until the skill reaches a specific level

The acquired recipes are those automatically gifted when the Sim reaches a specific cooking level.

Learned Recipes

Recipe Name	Level Required
Autumn Salad	0
Waffles	0
Mac and Cheese	0
Pancakes	1
Peanut Butter and Jelly	1
Hot Dogs	1
Goopy Carbonara	2
Grilled Cheese	2
Spaghetti	4
Sushi Roll	4
Stu Surprise	5
Hamburger	6
Key Lime Pie	7
Grilled Salmon	8
French Toast	9
Dim Sum	9
Lobster Thermador	10

Acquired Recipes

Recipe Name	Level Required
Ratatouille	1
Fish and Chips	3
Cookies	3
Fruit Parfait	4
Cheesesteak	5
Cobbler	6
Eggs Machiavellian	7
Tri-Tip Steak	8
Stuffed Turkey	9
Baked Angel Food Cake	10
Ambrosia	10

Note

All recipes are tracked in the Cooking Skill Journal, including the number of times each recipe has been made.

Tip

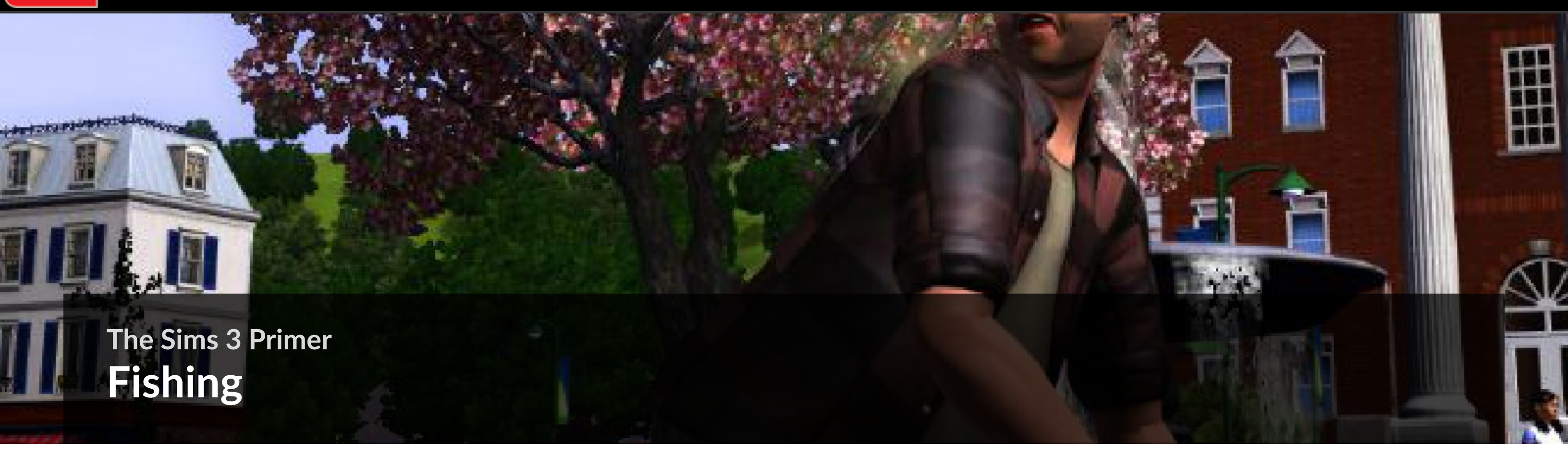
At level 10 of the Cooking skill, you can learn the coveted Ambrosia recipe. This special recipe requires Life Fruit and Death Fruit. If Ambrosia was made properly, eating it will extend your Sim's life a little during the current age.

Skill Challenges

Star Chef : Star Chefs have prepared at least 50 meals, so they clearly know their way around the kitchen. The dishes they prepare are higher quality and thus more pleasing.

World-Class Chef: World-Class Chefs have prepared at least 75 dishes and are masters of the kitchen. World-Class Chefs prepare meals significantly faster.

Menu Maven : Menu Mavens have learned to prepare all recipes. Recipes are earned by improving the Cooking skill and can be purchased at the bookstore. Menu Mavens prepare higher quality food.



The Fishing skill is good for three things: keeping food on the table, earning money, and relaxing.

Sims with the Angler trait have a head start on other Sims who pick up a rod and reel, but any Sims can take a class to advance the Fishing skill or just plop a bobber in the water and start learning through experience.

Acquire by : Take Fishing Class, Read Fishing Book, Fishing

Development tools : No tools needed

Development Benefits

The Fishing skill begins one of three ways: reading a book, taking a class, or just going out to a body of water and using the Fish interaction. Once the Fishing skill is underway, the skill increases either by continued reading or continued fishing.

Just having a hook under the surface is enough to develop the skill, but this is a slow way to learn. The skill actually gets a bump when you catch a fish. And the bigger the fish, the bigger the skill bump.

Tip

Certain traits in addition to Angler affect the Fishing skill. Loves the Outdoors Sims get great moodlets from just being outside and fishing. Hates Outdoors, Easily Bored, or Clumsy dampen the ability to catch fish.

When a fish is hoisted out of the water, the Sim holds it up and the weight of the fish is automatically logged in the Skill Journal. If it's a new type of fish, that is also noted.

Once the Sim reaches level 3 with the Fishing skill, they can choose the Bait interaction at the water's edge to use a specific type of bait while fishing.

Bait is essential if a Sim hopes to catch more than just the basic fish. Gaining levels also unlocks the ability to catch certain fish. However, just unlocking a type of fish does not guarantee actually catching it.

Using any bait slightly increases the chance of catching all fish. It also drastically increases the chance of catching the fish that loves that specific bait type. Higher quality bait tends to catch bigger fish, but only for fish that specifically like that bait.

So use Perfect bait to catch the biggest fish. You can also use bait to catch fish that are somewhat higher level than your Sim's Fishing skill.

Sims can catch fish up to 3 levels higher than their skill by using the right bait, although it will be harder to catch those fish until the Sim is higher skill.

Each fish has one favorite type of bait, and you should use that bait to catch that fish. Here is a table with the bait that each type of fish prefers:

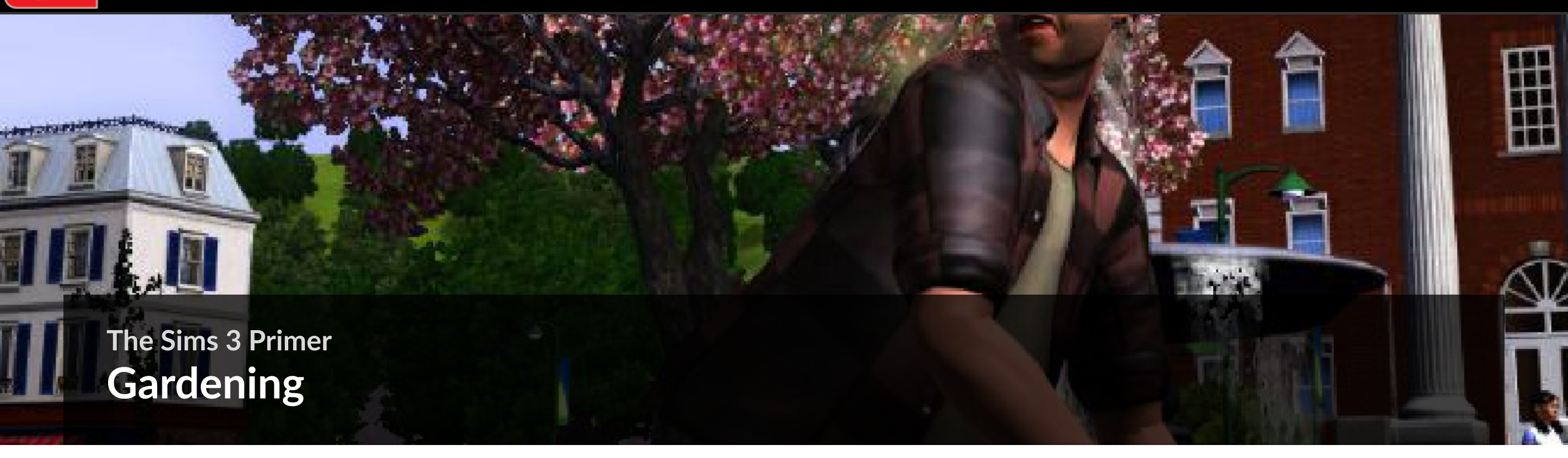
FISHING

Fish	Skill Level Req	Commonality	Locations Found	Preferred Bait	Min weight	Max weight	Value at min weight	Value atmax weight	SkillPoints forCatching
Minnow	0	Common	Lakes, Ocean	Apple	0.1	0.5	5	11	120
Anchovy	0	Common	Ocean	Tomato	0.1	0.5	5	11	120
Goldfish	1	Common	Lakes	Lettuce	0.1	2	6	16	132
Alley Catfish	1	Uncommon	Lakes, Ocean	Cheese	0.1	5	6	20	132
Jellyfish	2	Common	Lakes, Ocean	Grapes	0.1	10	8	19	140
Rainbow Trout	2	Common	Lakes	Egg	1	10	9	18	140
Red Herring	3	Common	Lakes, Ocean	Hot Dogs	1	10	5	5	160
Tuna	3	Common	Ocean	Onion	2	40	11	25	160
Piranha	4	Uncommon	Lakes	Watermelon	5	15	14	30	130
Tragic Clownfish	4	Uncommon	Laes, Ocean	BellPepper	5	40	13	32	185
Siamese Catfish	5	Common	Lakes, Ocean	Minnow	3	25	14	41	220
Blowfish	5	Uncommon	Ocean	Potato	5	40	13	47	220
Salmon	6	Common	Ocean	Lime	10	50	14	45	255
Black Goldfish	6	Common	Lakes	Goldfish	5	25	16	49	255
Shark	7	Uncommon	Lakes, Ocean	Red Herring	1	150	7	70	295
Swordfish	7	Common	Ocean	Anchovy	20	60	21	60	295
Angelfish	8	Uncommon	Lakes, Ocean	AlleyCatfish	2	60	21	85	340
Vampire Fish	8	Rare	Graveyard	Garlic	25	80	55	225	1000
Robot Fish	9	Rare	ScienceFacility	Piranha	250	1000	50	275	1000
Lobster	9	Common	Lakes, Ocean	Tuna	5	50	25	120	400
Deathfish	10	Rare	Graveyard	Angelfish	20	80	200	1000	1500

Skill Challenges

Amateur Ichthyologist : Amateur Ichthyologists have caught at least one of every fish type. Their deep understanding of marine life helps them catch the bigger fish.

Commercial Fisherman : Commercial Fisherman have caught at least 350 fish. They catch more fish in less time than normal Sims.



The Sims 3 Primer

Gardening

Gardening is a great skill for Green Thumb Sims, Sims who want to cook, and Sims who like the outdoors. This skill tree lets you turn a backyard into a harvestable-growing paradise. But gardening is a lot of work and takes time to master.

Acquire by : Take Gardening Class, Read Gardening Book, Plant Seed

Development tools : Gardening Books, Seeds

Development Benefits

Learn the Gardening skill by taking a class or reading a Gardening book. You can also plant a seed and cultivate it to start developing the skill.

Once the skill has been acquired, Sims can choose the Plant interaction from seeds and other harvestables in their personal inventories. Once a seed has been planted, Sims can water it.

As they continue leveling, they unlock two more critical interactions: Weed and Fertilize.

Here are the unlockable interactions or specials for the development of the Gardening skill:

Weed (Level 2) : Once the Weed interaction is unlocked, Sims can pull up choking weeds before they damage a harvestable. The higher the skill level, the less time it takes to clear weeds around a plant.

Fertilize (Level 3) : Fertilizing is key to growing the best harvestables. No one fertilizer is better for a particular plant. The quality of the fertilizer is what affects the potential growth of the harvestable.

Uncommon Seeds (Level 5) : Once the Sim reaches this level, they can plant uncommon seeds.

Revive Plant (Level 6) : If a Sim has the Green Thumb trait, this interaction is unlocked at level 6. A dying plant can be rescued with a pretty high success rate by using this interaction on it.

Rare Seeds (Level 7) : Once the Sim reaches this level, they can plant rare seeds.

Special Plants (Levels 8, 9, and 10) : At level 8, you get the first of three special gardening opportunities from the chef at the bistro. There is one opportunity per level: 8, 9, and 10. Once all three have been completed, the Sim receives Omni Plant seeds and the ability to plant them.

Note

What's an Omni Plant? Imagine a plant that grows into whatever fertilizer you give it. Give the Omni Plant a book and the Omni Plant will soon blossom great texts.

Tip

Grow garlic and watermelon for simple cash crops. Just keep planting the highest quality of these harvestables and churn that garden until it becomes a money machine.

The better care you give a plant and the higher your Gardening skill level, the better quality fruit a plant produces. Plants range from Horrifying to Perfect, just like prepared recipes from the Cooking skill. Better quality harvestables are worth more when sold.

To raise the best harvestables, you must show no mercy with your plants. Keep growing as many as you can and dispose of the lowest quality ones, so you keep breeding higher quality harvestables.

Combine this tactic with raising your skill level to keep growing better harvestables. Using quality harvestables in your cooking improves the quality of recipes, which in turn gives out better meal-related moodlets.

Seeds

Sims need seeds to grow harvestables. Not all seeds are easy to grow into successful plants, though. Sims must level up the Gardening skill to plant all types of seeds: common, uncommon, and rare.

Many seeds can just be bought from the EverFresh Supermarket, such as grape or tomato. Just buy the fruit and then plant it. However, Sims can also find seeds by exploring.

Every morning, there are new seeds in new locations, so look around daily to see what's on the ground. The farther away from houses and commerce buildings Sims look, the more likely they are to find uncommon and rare seeds.

Seeds are unknown when found. To discover what the seed will grow, it must be planted and nurtured. Once you grow a harvestable from a found seed, you recognize that seed in the wild.

Fertilizer

There are many different types of fertilizer to use on your plants to help them grow into high-quality harvestables. Here's a full list of the best fertilizers:

Fertilizers

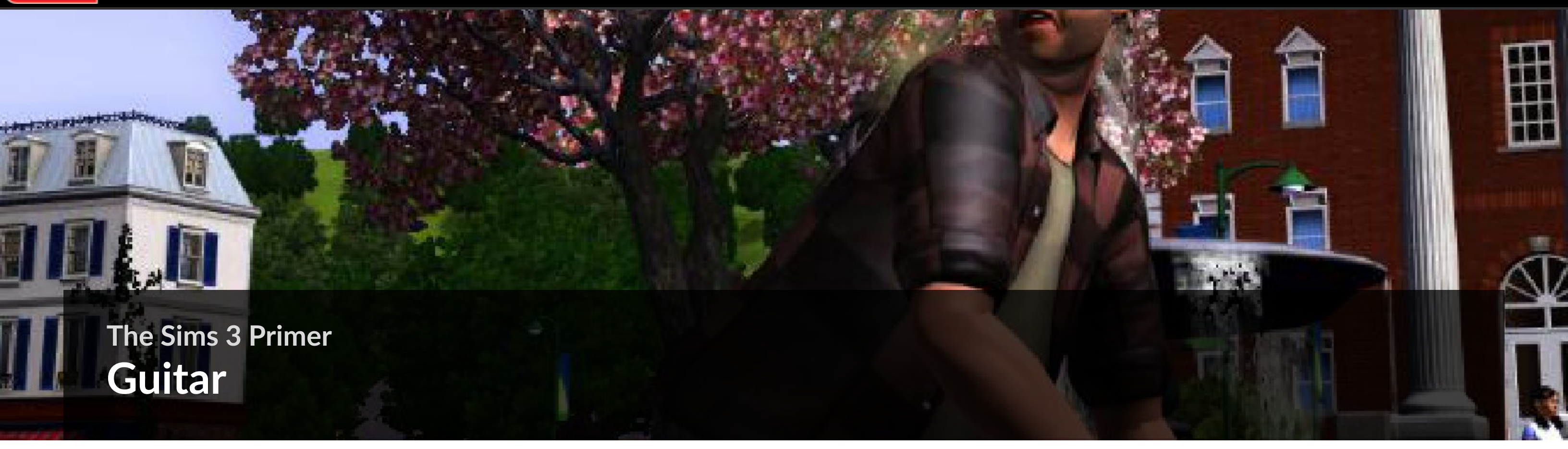
Ingredient	Effectiveness	Fish	Effectiveness
Cheese	1	Anchovy	1
Burger Patty	1	Goldfish	1
Egg	1	Alley Catfish	1
Lettuce	1	Rainbow Trout	2
Tomato	1	Minnow	3
Onion	1	Jellyfish	3
Potato	1	Tuna	3
Apple	1	Salmon	4
Lime	1	Black Goldfish	4
Grapes	1	Swordfish	4
Watermelon	2	Red Herring	5
Steak	3	Tragic Clownfish	5
Bell Pepper	3	Siamese Catfish	5
Garlic	3	Piranha	5
Flame Fruit	3	Blowfish	5
Life Fruit	4	Shark	6
		Lobster	6
		Angelfish	7
		Vampire Fish	7

Skill Challenges

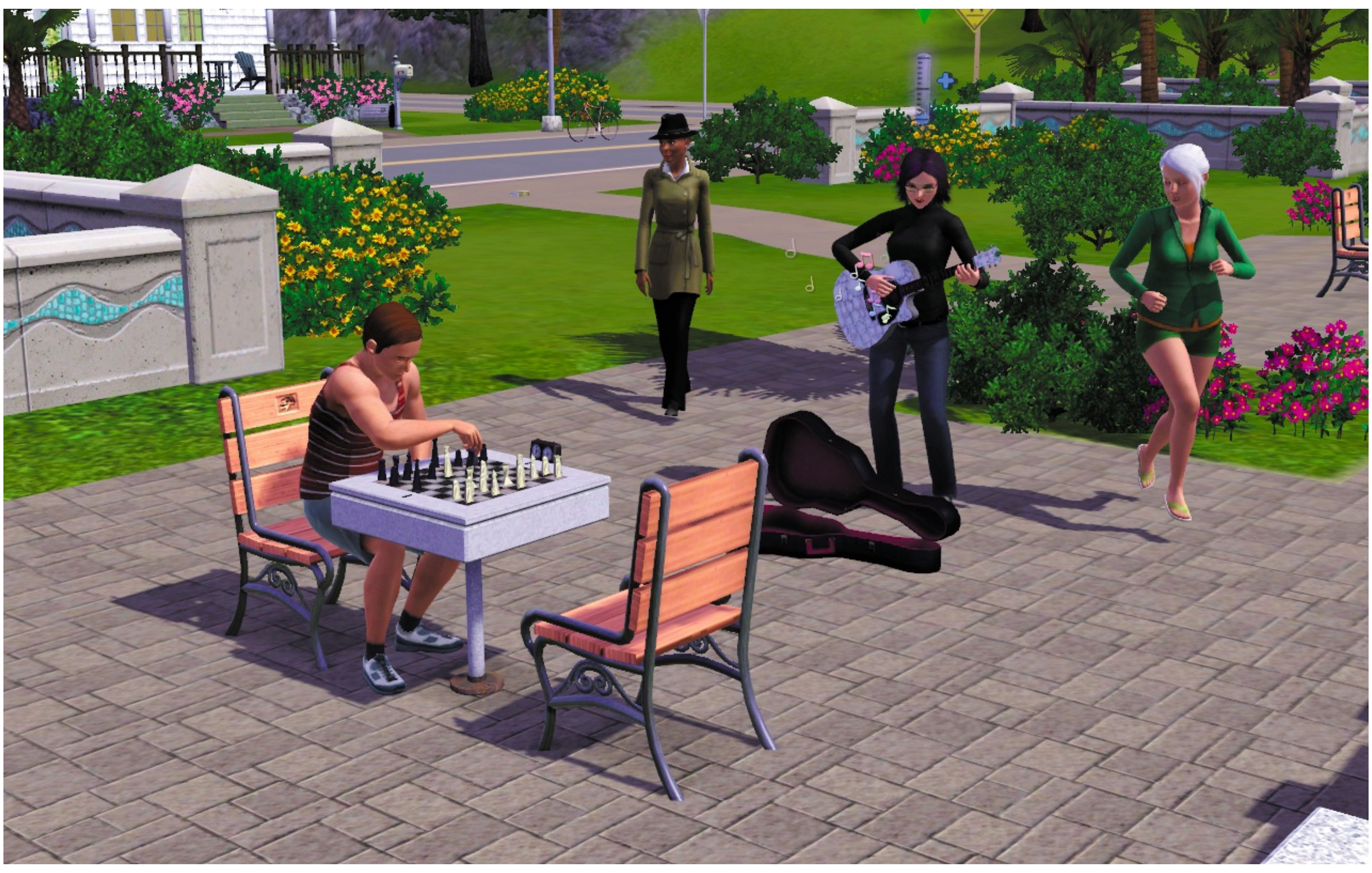
Master Planter : A Master Planter must plant every type of plant available. Once you have mastered the varieties, you can reduce weed growth significantly on future plants.

Botanical Boss : Botanical Bosses must harvest at least 75 Perfect fruits and vegetables. The plants of Botanical Bosses almost never die from neglect.

Master Farmer : Master Farmers have harvested at least 650 fruits and vegetables. The plants of Master Farmers remain watered and fertilized longer, meaning their gardens are more efficient.



Guitar



Who doesn't love the gift of music? A smooth jam lilting on a summer's breeze brings joy to all who hear it.

So why not become the source of such aural pleasures by picking up the guitar and developing this skill. The Guitar skill can be enjoyed by any Sim, not just those who have embarked on the Music career.

Acquire by : Take Guitar Class, Play Guitar

Development tools : Guitar

Development Benefits

To get started on the Guitar skill, take a Guitar class or just pick up a guitar for the Sim's household. The guitar can slide into the Sim's personal inventory, so they can take it to the park or the beach.

Once Sims know how to play, they only have a few available compositions.

Only by leveling up the skill does the Sim learn more music and eventually reach a point where they can buy sheet music from the bookstore and really play some impressive tunes.

As the skill improves, the Sim gets better at playing music and makes fewer mistakes. Here's the level progression of the Guitar skill:

Level 1–4 : Sim learns at least two basic practice-level songs per level.

Level 5 : Sim earns three new songs—real songs that other Sims enjoy listening to.

Level 6–10 : Sim learns at least one new song per level and performs it without fail.

Level 5 is particularly important to this skill. At this level, the Sim stops just noodling around with the Play interaction and moves up to the Perform interaction.

Other Sims get the Enjoying Music moodlet if around a performing Sim. Level 5 Sims can also Serenade other Sims, which is a romantic social that can aid a romantic conversation following the song's conclusion.

Guitar-playing Sims can also Play for Tips in public locations. This is not the most lucrative activity, but it does add some extra change to the household bank account.

The higher your skill, the more you make in tips. To really make money with this skill, practice hard and be sure to socialize. Soon, you will receive opportunities to play at parties or venues. That's where the real money is.

Sheet Music

You can buy sheet music from the bookstore or earn it from opportunities and give it to your Sim to practice.

To learn from sheet music, left-click on the music from the Sim's personal inventory and select the Learn interaction.

The Sim starts playing the song and when the meter is full, the Sim knows the song by heart and can perform it.

Caution

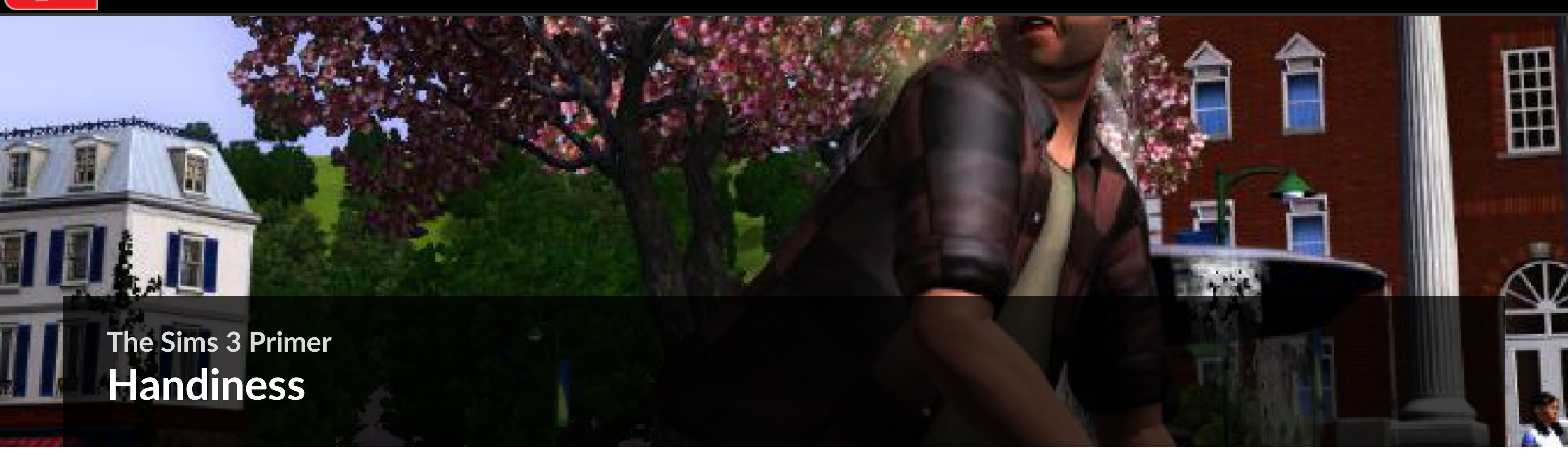
Sheet music cannot be shared among Sims. Once sheet music is learned, it disappears.

Skill Challenges

Master Guitarist : Master Guitarists learn to play every song awarded to them and available for purchase at the bookstore. After learning so many songs, they receive a special master track!

Guitar Star : Guitar Stars must play at 10 parties and venues in the town to earn their title. Afterward, they earn more money for tips and performances.

Money Maker : Earn §5,000 playing the guitar to earn a new master track to perform. Money can be earned through tips or by completing opportunities.



Handiness

Stuff breaks. But when it does, it's usually inconvenient. Sims with the Handiness skill are suddenly valuable folks to have around. The Handiness skill is good for repairing broken objects, and can even ensure against future calamity.

Acquire by : Take Handiness Class, Read Handiness Book, Try to Repair an Object

Development tools : Handiness Skill Books, Tinkering with Objects, Repairing an Object, Upgrading an Object

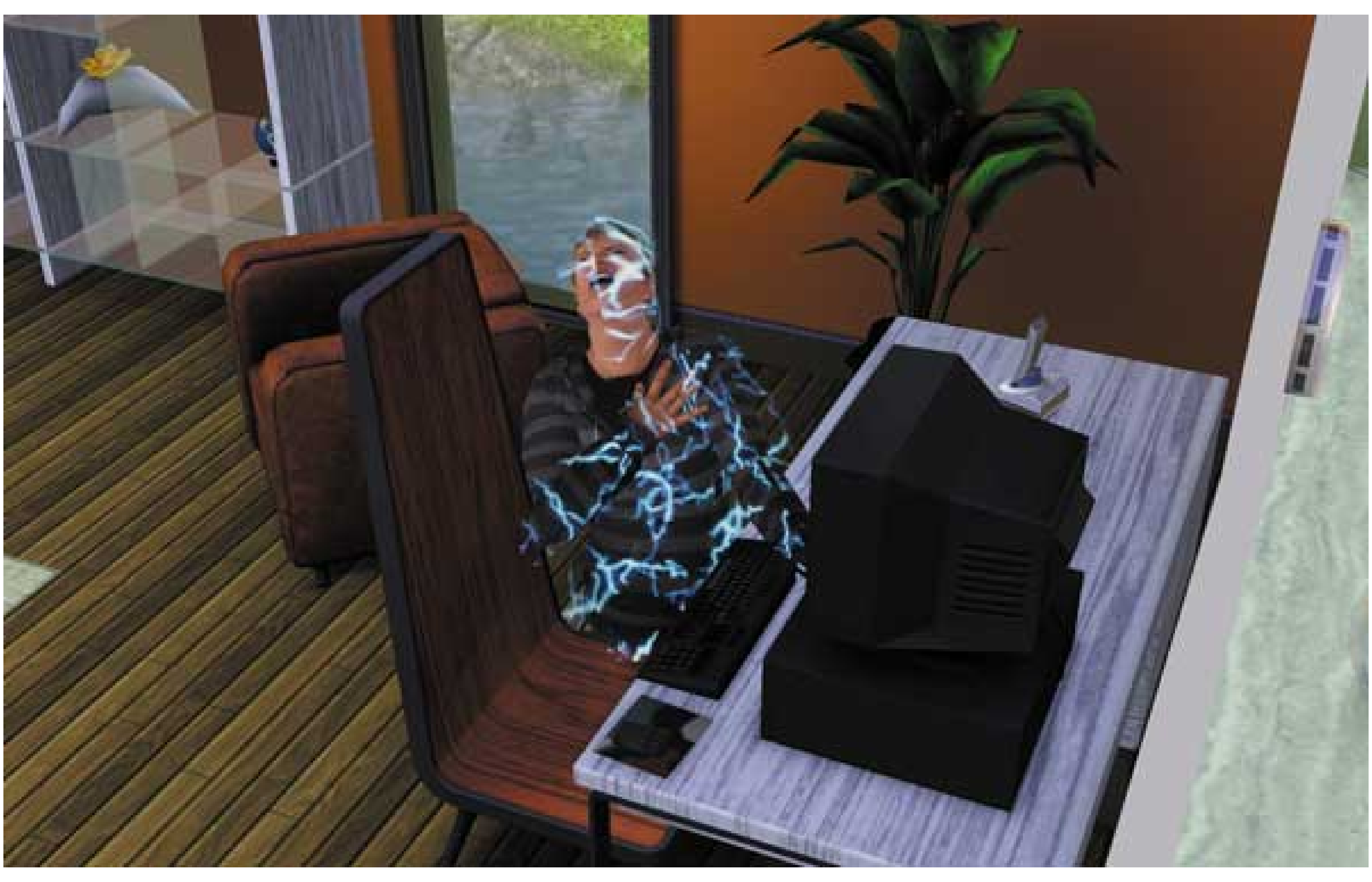
Development Benefits

Once the Handiness skill has been acquired via a course or a book, Sims can further develop it at home by either Tinkering with objects or attempting to Repair a broken object, such as a stove, stereo, dishwasher, or toilet.

Any mechanical or electric object has the potential to break after every use. When an electrical object breaks, it typically smokes or sparks. A broken toilet is clogged and refuses to flush. When this happens, the Repair interaction becomes available.

When the Repair option is selected, a handy Sim will start working on the object. Depending on the level of the Handiness skill, the Sim risks getting electrocuted by the object.

This causes the Singed moodlet, which drops the overall mood. (Remove this moodlet with a bath or shower.) The higher the Handiness skill, the less chance the Sim will be shocked while repairing the object.



This is the risk of trying to fix an electrical object when the Handiness skill has not been adequately developed.

A repaired object is not back to 100 percent. Once an object breaks, it has started its steady downhill slide. The chance of a repaired object breaking again goes up.

The more it breaks and is repaired, the higher the chance of repeat breaks until the object finally goes absolutely kaput and must be replaced.

Tip

If you're lucky, insurance will kick in a few Simoleons to cover the costs of replacing an object destroyed by fire.

Upgrading

Once the Handiness skill reaches level 3, the Sim learns the Upgrade interaction. Upgrading lets a Sim add a new effect or function to an existing object.

This is not a universal interaction once learned. Subsequent levels after earning the Upgrade interaction unlock extra upgrades that the handy Sim can install.

Upgrades can provide many benefits, from making an object unbreakable or self cleaning or fireproof to strictly improving it, for instance the stereo's speakers can be improved to produce a bigger Enjoying Music moodlet.

Here is the list of objects that can be upgraded, the function of the upgrade, and the level required to perform the upgrade:

Upgrades

Level	Object	Upgrade	Failure Effect
4	Stove	Make stove fireproof so it never catches fire	Stove catches fire and burns up
6	Trash Compactor	Improve capacity	Electrocution
6	Shower	Improve water pressure to cause the Exhilarated moodlet	Causes puddle that must be mopped
7	Gas Fireplace	Fireplace starts when Sim enters room	Fire breaks out in fireplace
7	Stove	Improves food quality	None
8	Stereo	Increase mood gain of Enjoying Music	Electrocution
8	Stereo	Wire House with Speakers so music plays in all rooms	Electrocution
8	Computer	Improves graphics to make games more fun for Sims	Electrocution
6 through 10	Television	Unlock extra channels. Higher the skill, the more channels unlocked.	Electrocution

Tip

Each object can only have one upgrade at a time, so choose wisely.

At level 3, a Sim can add a self-cleaning upgrade to objects that get dirty, such as the stove or refrigerator. At level 6 of the skill, Sims can upgrade any mechanical/electrical object so that it is unbreakable with the Prevent Breakage interaction.

This upgrade takes time, but doing so helps develop the skill. Success with these upgrades is not guaranteed. If the upgrade fails (there's a small chance of this happening) then the object is either broken beyond repair or gets dirty and must be cleaned.

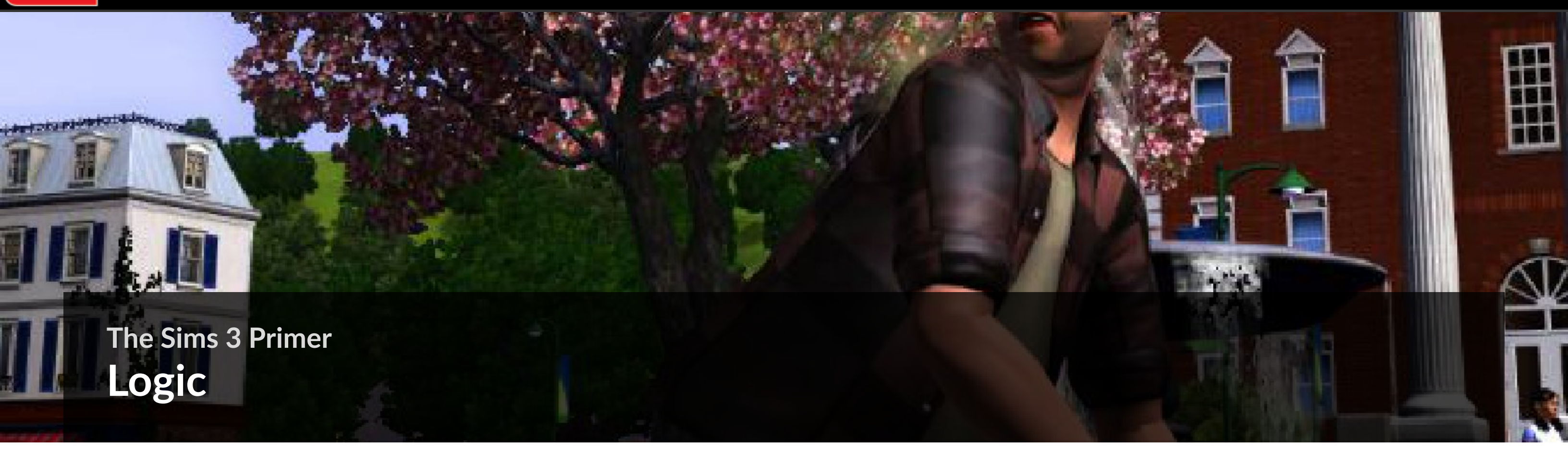
Finally, at level 10, the Sim gets a membership card to a guild. Build Mode objects are then 25 percent off.

Skill Challenges

Electrician : Electricians have repaired at least 10 electrical objects. The experience gained means they will never be electrocuted by an electrical object again.

Plumber : Plumbers have repaired at least 10 plumbing objects. They are so good at repairs that plumbing objects repaired by them never break again.

Tinkerer : Tinkerers have finished at least 10 unique upgrades on household items. Installing the "Unbreakable" upgrade on multiple objects only counts as one unique upgrade, so it helps to experiment with different upgrade options! Tinkerers never fail when upgrading objects.



Logic

Intelligence is always a treasured asset, so pursue the Logic skill to improve your Sim's brainpower. The Logic skill involves the use of the telescope and chess set objects, but also gives Sims additional computer interactions.

Acquire by : Take Logic Class, Read Logic Book, Play Chess, Use Telescope

Development tools : Chess Set, Telescope, Logic Books, Computer

Development Benefits

The development of the Logic skill starts with attending the Logic class at the science facility, reading a Logic book, or playing chess at a chess board (at home or in a public location). This skill has many benefits beyond the ability to win chess matches.

For example, this skill unlocks the Solve the Unsolvable interaction with the computer, which gives the logic-minded Sim a chance to earn some Simoleons at home. (This interaction is not a guaranteed success.)

As this skill is developed, it shortens the time it takes to develop other skills, with the exception of Athletic and Charisma.

This skill also increases the chance of winning all varieties of games. Winning games gives Sims a mood boost.

At level 3 of the Logic skill, Sims have a new interaction with the telescope. They can now do more than just Stargaze, they can Search Galaxy.

This is another money-making opportunity for Sims, as every new celestial body found earns them a little extra cash from the science facility.

New finds are logged in the Skill Journal, too. When a Sim finds a new object in the heavens, they can name it.

At level 5, Sims unlock the ability to Tutor other young Sims: children and teens. Tutoring not only develops the Logic skill, but it helps the student and can provide a mood bump.

Tutored Sims always do better in school, so if a child suffers from lagging grades, interacting with a logical Sim is a great remedy

If the mentored student has the Logic skill, too, they develop the skill while being tutored, but at a slower pace.

Tip

There is a "hidden" skill: Chess. Like other skills, the more you play chess, the better you get at it. You will soon start winning more and more games.

At level 5 Logic skill, Sims can start talking about the things they find while using the telescope. Talking about a celestial object is a friendly social that improves the building relationship between two Sims.

However, for a real social bump, tell a Sim that you named a celestial object after them. This instant relationship builder helps with making new friends or developing a romantic relationship.

At level 10 Logic skill, the Sim can tutor any other Sim from teen to elder in any of the skills with the exception of Athletic and Charisma.

The catch is that the logical Sim must also have the skill they are teaching and they cannot teach past their current level.

For example, if Catherine has level 5 Writing skill, she cannot tutor Chris past level 5. This development process is much faster than reading a skill-related book but not as fast as actually practicing the skill.

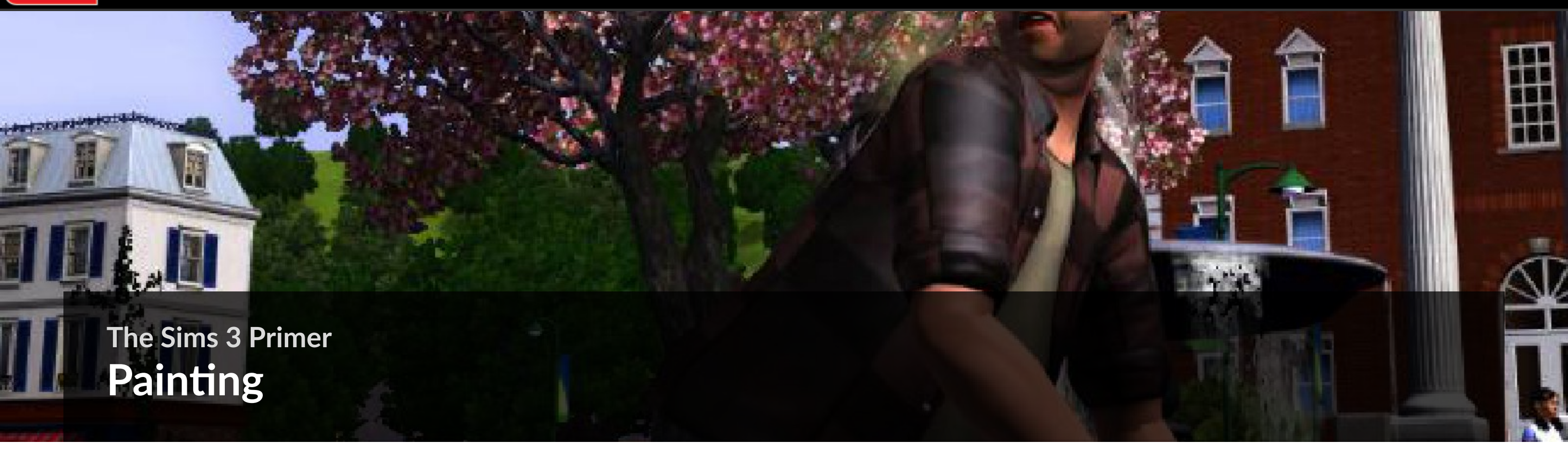
Skill Challenges

Grand Master : Chess Grand Masters have reached the coveted fifth level of the competitive chess circuit. Those who engage Grand Masters in chess improve their abilities in Logic and Chess twice as quickly.

Celestial Explorer : Celestial Explorers have discovered 20 celestial bodies through their telescope. Their extensive knowledge of the heavens allows them to discuss the stars with their friends and neighbors.

Teacher Extraordinaire : Teachers Extraordinaire have spent at least 20 hours tutoring young Sims. Because of this, they are twice as effective when tutoring.

Skill Professor : Skill Professors have spent at least 30 hours tutoring other Sims in different skills. Because of this, they are twice as effective when teaching skills to others.



Painting

One of the hardest skills to develop, Painting is also one of the most rewarding. Watch in wonder as Sims create works of art before your very eyes, working from inspiration they gathered from themselves or your own input.

Like Writing, this is a personalized skill that requires a lot of direction from you. But once this skill is mastered, it's not only satisfying, but very lucrative. Great paintings can sell for a pretty penny.

Acquire by : Take Painting Class, Practice at Easel

Development tools : Easel

Development Benefits

The Painting skill is actually fairly easy to acquire, but it is not exactly cheap. You must either pay for a Painting class at the community school or spring for an easel.

With an easel, use the Practice interaction on the easel to pick up a brush and just mess around. After a considerable amount of time, the skill is acquired.

Once level 1 of the Painting skill has been acquired, though, the development path is pretty clear: practice, practice, practice.

The Dabble interaction is replaced by Practice and you can choose the size of the canvas you want the Sim to practice on. The smaller the canvas, the faster the painting is completed.

The size of the canvas also factors into the price a painting fetches, but more on that in a moment.

The Practice interaction disappears when there is a canvas on the easel—then you can only continue practicing unless you chose to Scrap the Painting and start all over with a new one.

Once a Painting is completed, a Sim can either Sell it and earn a few Simoleons, put it in personal inventory, or drag it right onto the wall. You can also give the painting a name.

At level 5 of the skill, Paint replaces Practice as the interaction with the easel. Now the Sim can start earning money with this skill.

As soon as the Sim unlocks skill level 6, they can paint a Brilliant painting, which is worth a decent number of Simoleons and can add environmental bonuses to rooms and inspire the Decorated moodlet.

At level 9, the Sim has the chance to create a Masterpiece painting, which is even more valuable than a Brilliant painting.

The value of a painting is determined by several factors. The canvas size partially determines the value, as does the number of paintings a Sim has produced.

Brilliant or Masterpiece paintings get massive value boosts, too. There is a degree of randomness in a painting's value.

One somewhat morbid factor greatly enhances a painting's value: death. If the painter is deceased, the painting's appreciation accelerates.

Tip

At skill level 5, a Sim's paintings increase in value over time. Keep checking the painting to see its current appreciation.

Brownie Bites

This is a little sinister, but it's a great trick. If you have an elder Sim in the house, make them a painter. Concentrate on that skill. Make them painting factories. Get them to produce as many quality works as possible before they die. Then, once they do pass, all of their paintings are worth more!

Skill Challenges

Brushmaster : Brushmasters have painted at least 30 paintings, and as a result paint much faster than normal painters.

Proficient Painter : Proficient Painters have proven their worth by painting at least six Brilliant paintings. They then paint far more Brilliant paintings and Masterpieces than less proficient painters.

Master Painter : Master Painters have painted at least five Masterpieces. Every painting they sell is worth much more than normal paintings.

Writing

Writing is another personalized skill that is deeply involving but also rewarding. Sims who learn the Writing skill unlock a world of possibilities when they sit down to the computer.

Naturally, the Bookworm Sim has a jump on this skill thanks to the relevant trait. But any Sim with time and dedication can become a bestselling author.

Acquire by : Attend Writing Class, Practice Writing at Computer

Development tools : Computer, Books

Development Benefits

Once the Writing skill has been acquired, Sims have several new interactions at the computer.

The Refine Writing Skill is a good way to continue developing the skill. No novels come out of this activity—just skill development. Once a writer reaches level 2 of the skill, they can start writing novels.

When the Sim pushes back from the computer, the development is added to the Skill meter.

Continue Writing Novel and Scrap Current Novel are two more interactions that affect a novel-in-progress. A scrapped novel tosses out an incomplete work but the skill development remains.

Various novel genres are unlocked as the skill is further developed. The higher the genre in the skill tree, the more it is worth when published.

Here are the genres and the levels required to unlock them, and the reactions they can cause their readers:

Novel Genres Unlocked By Writing

Genre	# of Books Required
Fantasy	Write 3 sci-fi novels
Satire	Write 3 humor novels
Vaudeville	Write 3 of each: drama, sci-fi, humor, mystery, romance

Novel Genres Unlocked By Skill Level

Genre	Level
Fiction	0
Non-Fiction	0
Science Fiction	1
Trashy Novel	2
Drama	3
Humor	5
Romance	10
Masterpiece	10

Caution

You can only work on one novel at a time. If you want to start a new novel in a newly unlocked genre, you must scrap the current novel.

Royalties

A Sim who's writing a novel regularly submits chapters to an agent and gets a small stipend. It's enough to live on, but nothing extravagant. Once a novel has been completed, though, the royalties start rolling in.

When the novel is finished, the Sim is immediately told if the book is good or not and if it is a success.

The royalty amount is listed, as well as how the amount will be paid out. (Typically, royalties are paid over the course of several weeks with lump sums dropped into the household account at a specific time on a specific day.)

The royalty amount is decided by: level of Writing skill, desirability of the genre (check the Skill Journal, which also tracks the number of books written and the amount pulled in so far), and a certain degree of randomness.

The author's traits can also affect the amount of royalties paid.

Here are the traits that boost the profitability of specific genres:

Traits - Genres

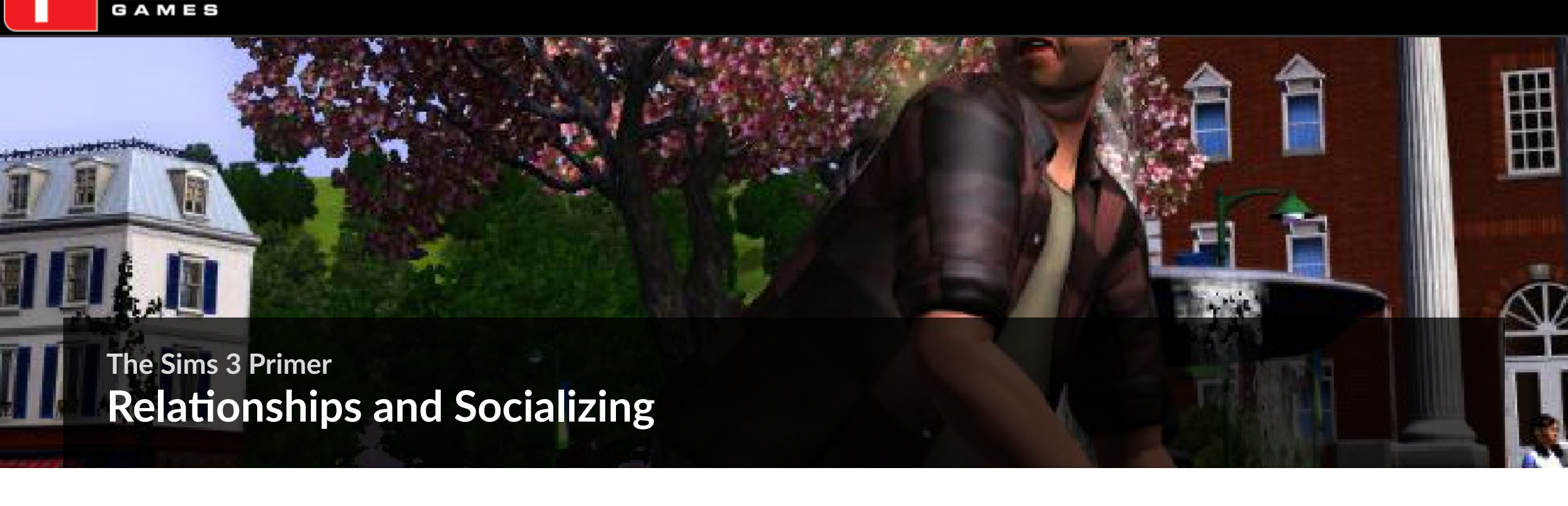
Genre	Trait
Trashy Novel	Flirty
Drama	Commitment Issues
Sci-Fi	Computer Whiz, Genius
Humor	Good Sense of Humor, Inappropriate, Mean-Spirited
Satire	Grumpy, Hot-Headed, Over-Emotional
Mystery	Genius
Romance	Hopeless Romantic
Historical	Perfectionist
Children's Book	Artistic, Childish, Family Oriented
Vaudeville	Bookworm
Autobiography	Charismatic, Unlucky, Daredevil, Insane, Kleptomaniac

Skill Challenges

Speed Writer : Speed Writers are so prolific that they've earned §15,000 in royalties. Speed Writers write much faster than normal writers.

Prolific Writer : Prolific Writers have written at least 20 books in their career. They are so well known that they tend to write far more Hits and Best-sellers than their counterparts.

Specialist Writer : Writers must pen at least five novels in a specific genre to be known as a Specialist Writer. Such Specialist Writers write far more Hits and Best-sellers in their particular genre than most.



The Sims 3 Primer

Relationships and Socializing

Relationships in The Sims 3 actually unfold not that differently from those in the real world. How you treat other Sims is the biggest metric in your overall relationship with them.

If you insult another Sim, expect them to get upset in the immediate conversation and for that to have a lasting effect on your relationship.

Conversely, a constant stream of support or praise will boost the immediate interaction and lead to a longer-lasting positive relationship.

Developing a successful romance means spotting if the other party is receptive to your advances and knowing when to cool your jets.

The social structure of The Sims 3 is not navigated with obvious metrics. There is a touch of mystery in conversations that makes socializing more organic.

You need to consider the current attitude of the Sim in the conversation, often referred to as the Target. (Your current Sim is known as the Actor.)

That attitude affects the long-term status of your relationships with different Sims.

Let's detail some basic concepts that will assist with understanding how relationships work: long-term relationship (LTR), short-term context (STC), and commodities.

Understanding these three factors is the key to brushing back some of the mystery of social interaction.

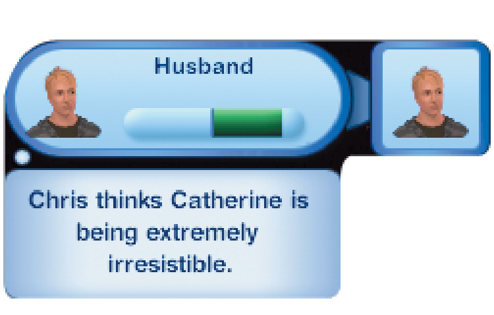
Long-Term Relationship (LTR)

The long-term relationship represents the state of the relationship between two Sims, which extends beyond the time during which a conversation is taking place.

LTR essentially describes the way two Sims view each other at a given moment. Every Sim outside the family starts out as a Stranger.

Once initial contact is made, the LTR moves up to Acquaintance and can never fall back into Stranger.

However, Acquaintance is the proverbial fork in the road. From here, the LTR can blossom into friendship or deteriorate into rivalry.



The LTR is visually measured by the bar below the portrait of the Sim you are conversing with. If the relationship develops in a positive manner, the right half of the bar fills.

Positive relationship status is noted with green. If the relationship is souring, that meter empties back out and can even dip into the left side, which is red. The red bar denotes a negative LTR.

Note

The natural tendency of the LTR is to decay toward zero from either end of the relationship spectrum. Zero puts you back into Acquaintance territory. Decay occurs naturally with each passing day that you do not contact a Sim you have a relationship with.

How to achieve the different LTRs is explained in the Friendships (and Enemies) section of this chapter, but here is a list of all of the LTRs:

Stranger	**Romantic Interest**
Acquaintance	**Ex-Spouse**
Disliked	**Ex**
Distant Friend	**Enemy**
Friend	**Old Enemies**
Good Friend	**Parter**
Best Friend	**Fiancee**
Best Friends Forever (teens only)	**Spouse**

Short-Term Context (STC)

Short-term contexts are what a Sim thinks about the other Sim in the course of the current conversation, not as an LTR. The STC is displayed in the conversation box in the screen's upper-left as the conversation unfolds.

For example, the box may say that "Jenny thinks Sasha is being amusing." STC is affected by the kind of socials used in a conversation.

Each social has a commodity attached to it that directs the course of a conversation.

These are all of the STCs:

Dull	**Very Friendly**
Drab	**Amusing**
Insufferably Tedious	**Funny**
Creepy	**Hilarious**
Frightening	**Flirty**
Very Scary	**Seductive**
Impolite	**Hot**
Insulting	**Awkward**
Unforgivably Rude	**Very Awkward**
OK	**Steamed**
Friendly	**Odd**

Not all STCs are symmetrical. One Sim can have a totally different impression of a conversation than the other.

The only symmetrical STCs are those associated with the following commodities: friendly, funny, amorous, and steamed.

It is very possible that Jenny could think Sasha is being Dull while Sasha does not.

STC also modulates the way socials are accepted. Instead of just hot and cold, STCs and their respective commodities temper reactions.

Depending on your LTR and STC, you can see different degrees of reaction to a social. Trying to kiss a Sim on the cheek in the context of the Flirty STC will be a lot more successful than the Friendly STC.

Note

The STC of a conversation contributes to the kind of decay an LTR undergoes each day.

Commodity

So, each STC is associated with a commodity? What's a commodity? Think of these as the general categories a social or STC falls under.

They are based on specific emotions we all feel, such as awkwardness or love. Use the commodity of a social to inspire an STC, which in turn affects the overall LTR.

Here are the seven commodities:

Boring
Creepy
Insulting
Friendly
Funny
Awkward
Steamed

As you look at the different STCs and socials in this chapter, check the associated commodities so you can push a conversation in the desired direction.

Decay and Normalizing

Relationships do not operate under inertia. They decay over time if not tended to, even if that time period is as short as 24 hours. This is why regular socializing is so important.

Decay is not necessarily a negative slide.

While positive relationship can indeed decay into mere Acquaintance, a negative relationship can normalize into the far more desirable Acquaintance. (Apparently Sims don't keep grudges quite like we do.)

Tip

Decay can be slowed by something as simple as a phone call.

As mentioned, the STC of a conversation contributes to LTR decay. These commodities dictate the decay. The amount of decay is also determined by the LTR itself.

An LTR above zero, which starts heading toward positive territory, will have a different amount of decay from a specific STC/commodity than a negative LTR, which is below zero.

No hard math on-screen shows the numerical value of an LTR, but you can sort of eyeball it.

Here's an example of how this decay works: Jenny and Sasha are Good Friends. If their last encounter was Impolite, then after a few days, the LTR will decay to just Friends.

Conversely, if Jenny and Sasha have the Disliked LTR, the relationship will normalize into Acquaintance if the last STC was Friendly.

Note

Decay and normalization are not confined only to friends and pre-marriage Sims. This also applies to familial relationships, such as father or wife.

However, the bonds of blood are far deeper than those of friends, so it takes a lot more to adversely affect a familial relationship. Not that it cannot be done.

You can absolutely sour a familial relationship with insulting socials.

Friendships (and Enemies)

Now that we've explained the four basics of socialization—LTR, STC, commodity, and decay—let's look at how relationships bloom and wither...and what you can do to affect the course of these relationships.

Naturally, Sims want friends. Social is a need, after all. Socializing and having friends have various effects on the course of your Sims' lives.

Friendships are a universally positive thing. Having friends, particularly in an expanded social circle, opens you up to a wealth of opportunities for receiving good moodlets.

Positive moodlets are the key to earning those coveted Lifetime Rewards. Friendships can result in such pleasing moodlets as Flattered or Nicely Decorated, such as if you are invited over to a friend's house that has some great environmental bonuses.

Achieving the different LTRs is done through conversations—and conversations are made up of socials. But there is much more to a conversation/STC than just employing a handful of socials.

A Sim's personality is hugely important in determining which socials can be used—and should be used. And it's not only the traits of the Actor that matter.

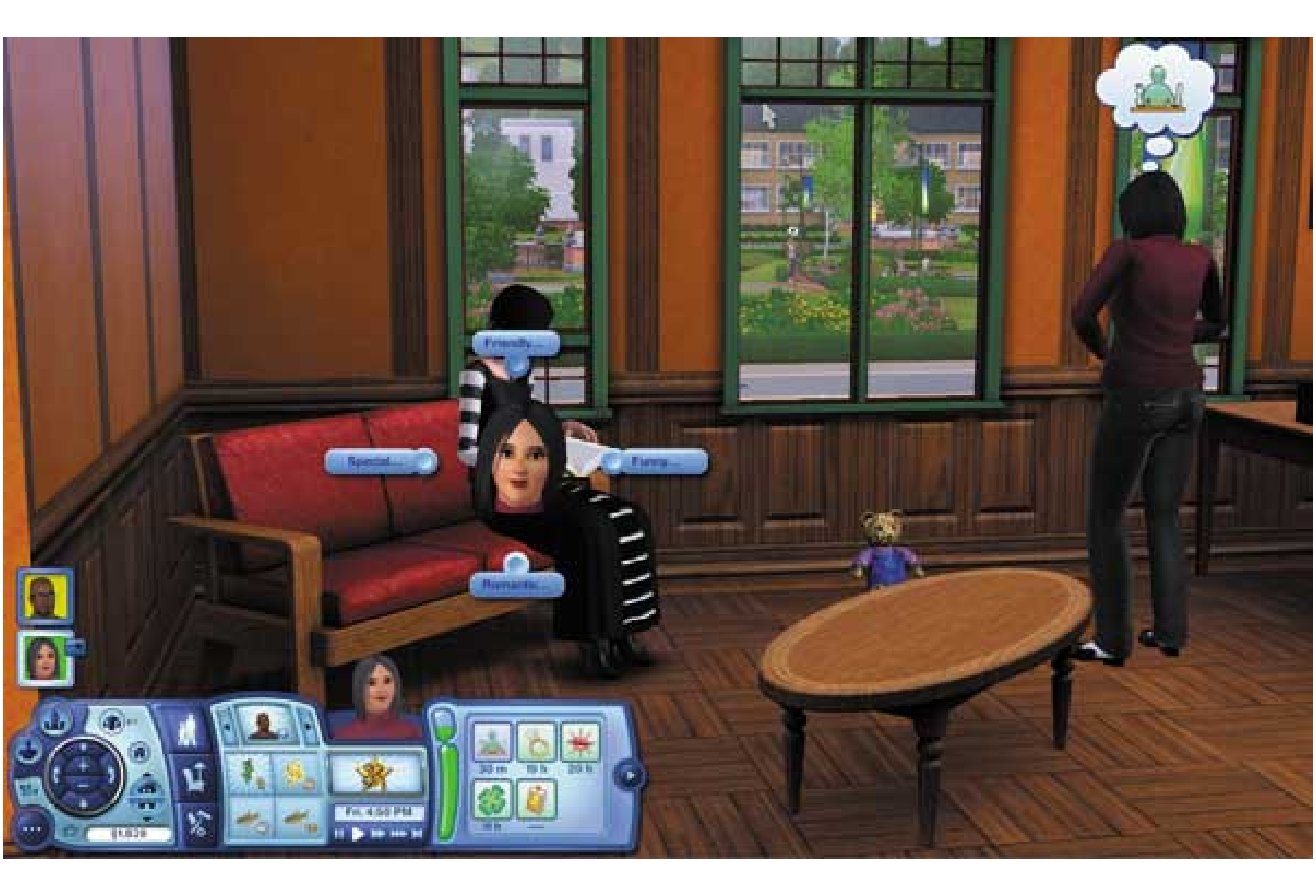
Learning the traits of the Target is also quite important.

The Art of the Conversation

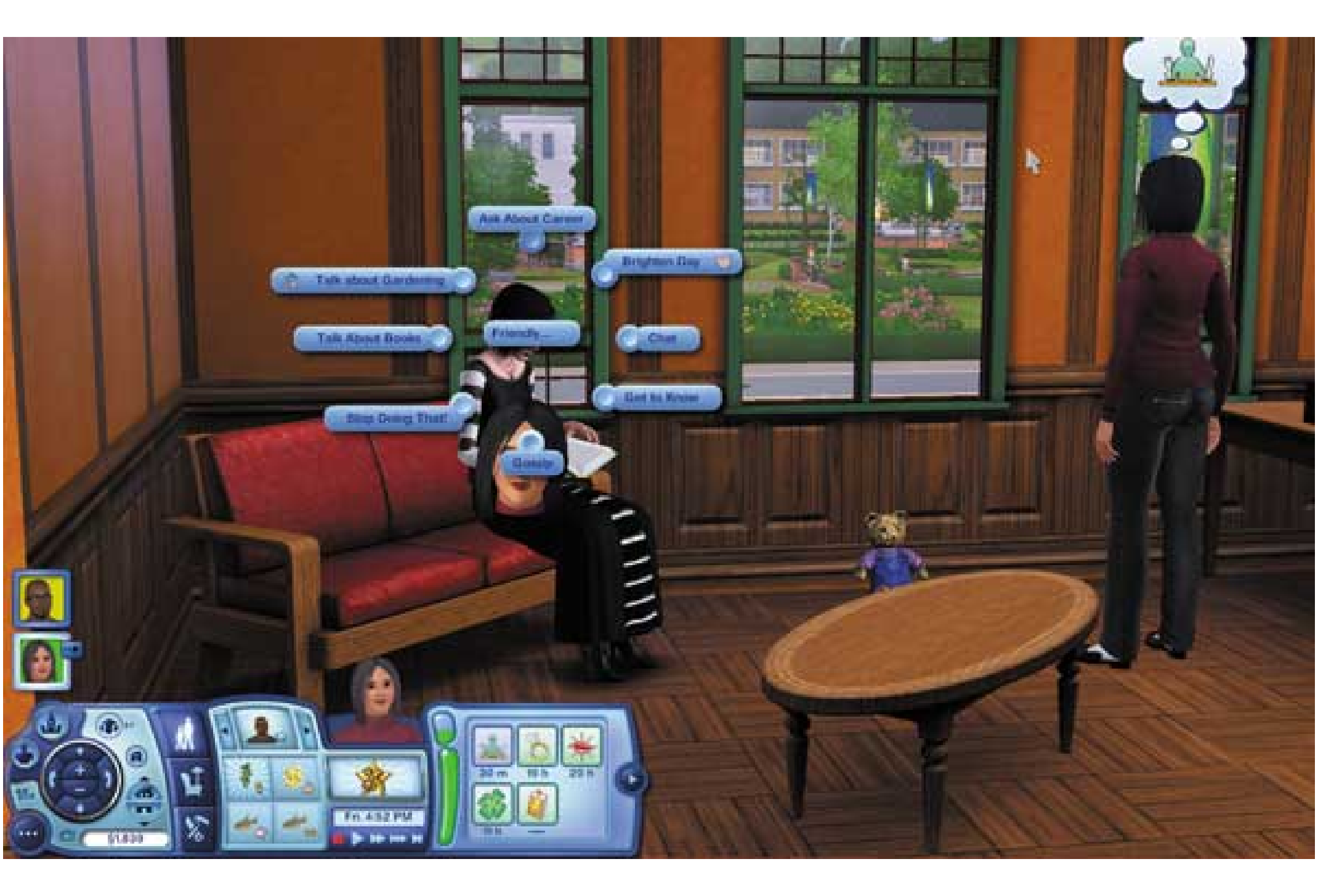
So, you've approached another Sim, you left-clicked on them, and now you are staring at a menu of different social options. How do you navigate the social structure of a conversation?

Well, your options are partially defined by your LTR, current mood, age, and your traits. Categories of socials include things like Friendly, Funny, Mean, Romantic, and Special.

Special leads to socials that are encouraged by the Actor having a specific trait, such as Bookworm. Inside the Bookworm menu, there will be options to talk about books or the bookstore.



The menu of available social categories appears around your Sim's head. Left-click on an option to see what socials are available.



Now, select a social from the category to add it to the action queue.

When you select a social, it is added to your list of activities in the upper-right corner, just as if you were stacking interactions with objects.

When a current social ends, the next one automatically begins.

But stacking socials is not a wise strategy because you do not want to just babble away about a topic that the other Sim is just not interested in listening to.

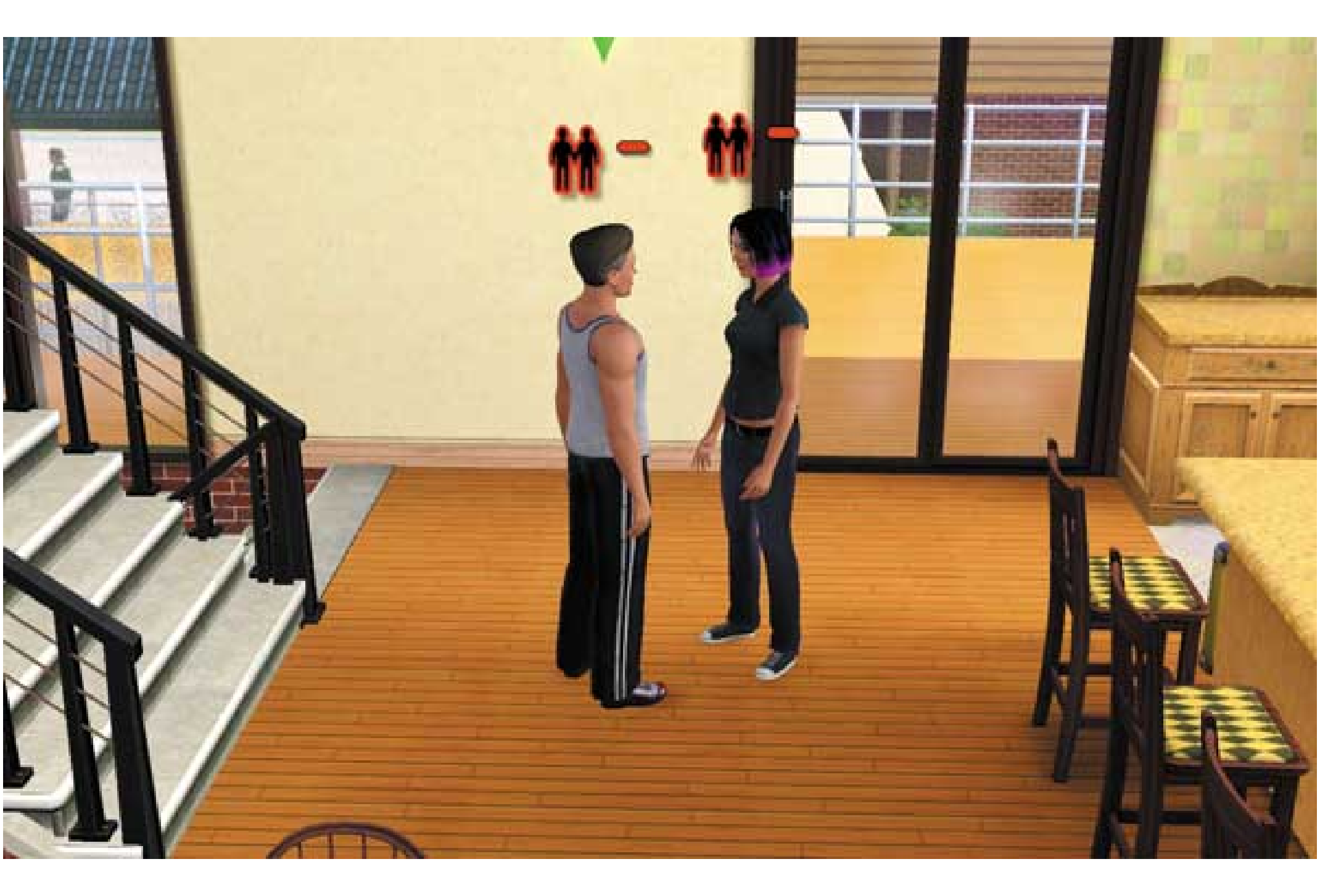
Use socials and then watch for reactions. A positive social with a positive effect is noted with a chime and a blue symbol of two Sims next to each other.

A negative reaction is noted by two red Sims and a minus symbol.

Being Boring

Talking about the same things over and over gets boring to most Sims. The positive effect of a positive social is weakened the more you use it. Repeating a social can also affect the STC.

Continuous droning about the same subjects will nudge the STC into Dull, Drab, or Insufferably Tedious territory. If the conversation ends on one of those STCs, the LTR suffers.



When a relationship is suffering due to a boring conversation, red symbols appear over the Sims' heads.

The default number of times you can repeat a social without getting boring is two. And if you break apart a conversation, you can use a social more than twice without any STC worries.

Some socials can be used more than twice without dullness setting in, such as Chat. Chat has four uses before it is boring in a single conversation.

However, it can be "recharged" so that the social can be used six times before it is boring. To recharge a social, you just need to break it up in the conversation.

For example, let's say you use Chat four times in a row. The other Sim is not bored, but is about to be if you use it one more time. So, you change course and Talk About Books.

After that social runs its course, you have recharged Chat once. Now you can use Chat again without it being boring.

However, if you tried to use it again without another recharge, the social would be considered boring.

New Simology

Introduction

Very few things define us quite like our ambitions. Everybody has big dreams, your Sims included.

The fantastic careers of *Ambitions* are just as much of a journey as visiting the far-flung locations offered in *World Adventures*.

And to prepare your Sims for chasing those dreams and goals, you have new building blocks for your Sims' personalities.

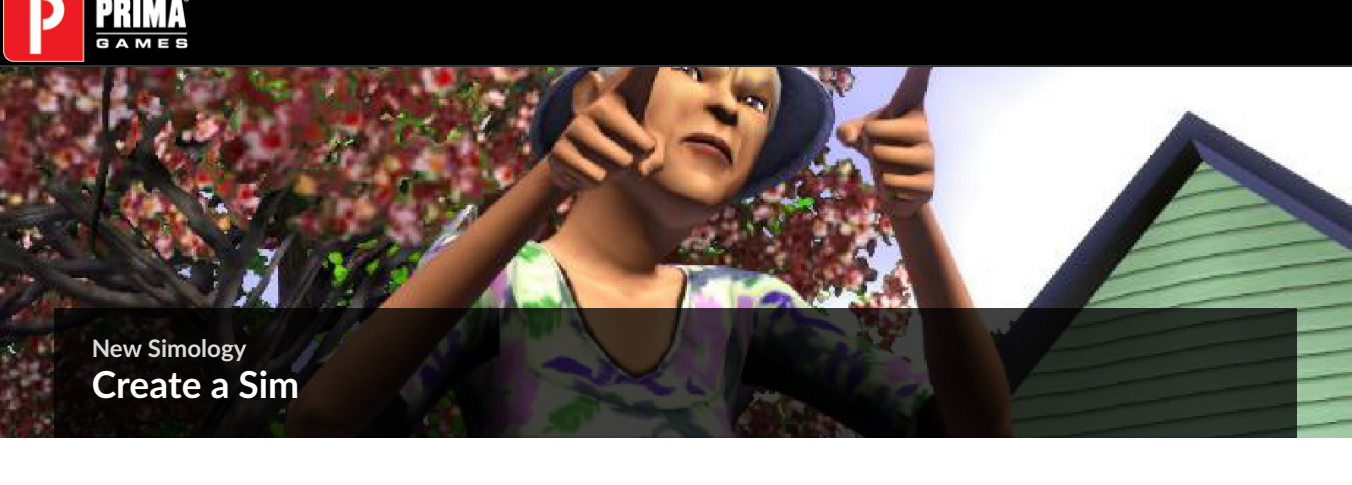
New traits help shape them as they emerge from Create a Sim and start to fulfil their dreams in their new neighbourhood.

New traits, of course, means new wishes and opportunities - both large and small.

In addition to new careers, Sims may also learn and develop new skills: Inventing and Sculpting. These new skills, combined with skills from *The Sims 3*, can be key to career success.

So, use this chapter to help plot the personalities of ne Sims as well as the growth of previous Sims. But don't think you can control everything that's about to happen.

When you exit Create a Sim and start interacting with the community, learning new skills, and taking on all the different jobs, the only constant is surprise.



New Simology

Create a Sim

If you decide to create a new Sim after starting Ambitions, you will discover a handful of changes to the Create a Sim toolkit. There are many new options, spanning cosmetic upgrades like tattoos to all-new traits such as Dramatic and Savvy Sculptor.

Cosmetic Changes

When you first enter the Create a Sim tool, you meet a pre-built Sim, just waiting for you. You can choose this pre-set Sim and dig right into the personality or you can use this Sim like modeling clay.

You can also play around with the Sim Bin, a collection of pre-made Sims that can be called into the Create a Sim "dressing room" and changed to your liking.

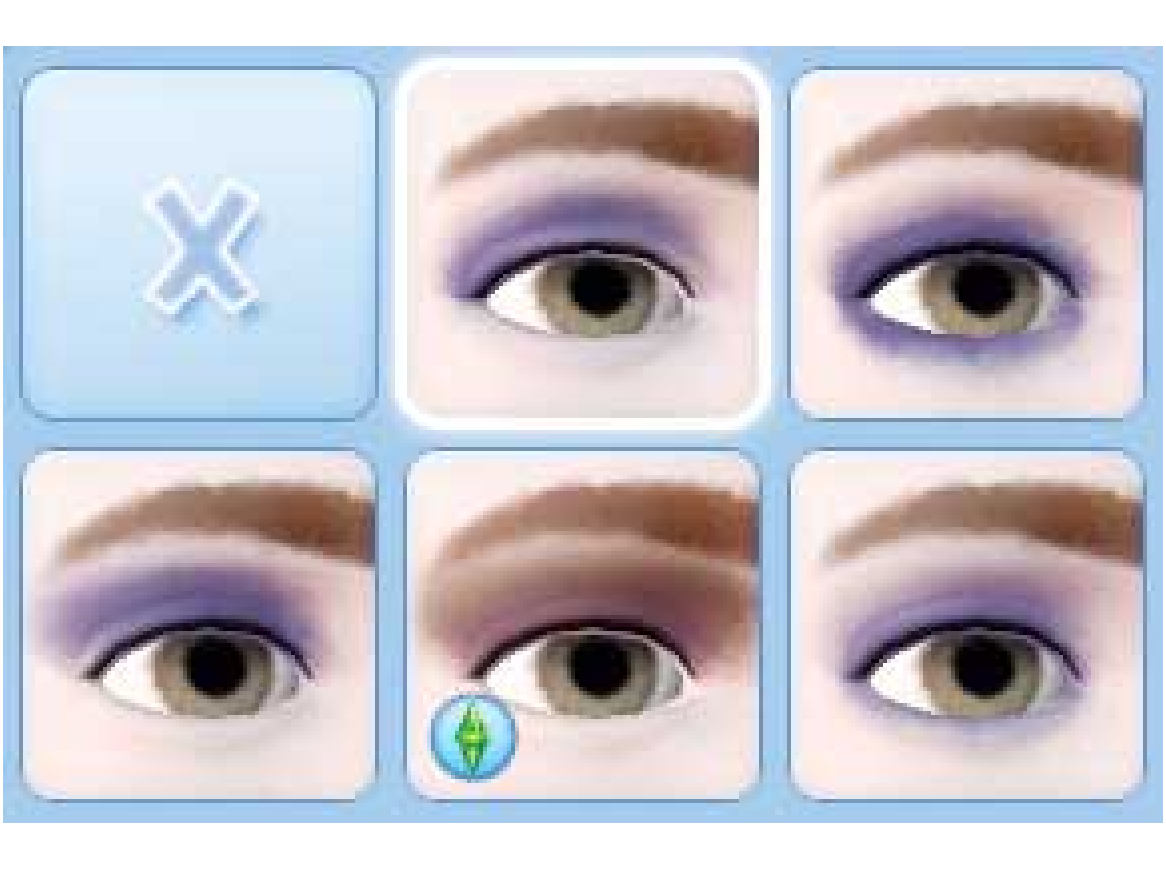
Perhaps you dig that Sim's hairstyle but want a different color. Or you are struck by the face of a Sim but just aren't sold on a certain aspect, like the chin.

Chances are, though, that you will want to make more than just one or two small tweaks. You will want to design a Sim from the toes up (or the hair down).

From the first screen of the Create a Sim toolkit, you have five tabs of options and potential changes. Here are the five tabs and their functions:

Basics: This tab lets you name your Sim and change its gender, skin tone, and age.
Hair: Use this tab to change your Sim's hairstyle, which includes adding headgear.
Looks: Go here to change the general appearance of your Sim's head and face, including making adjustments to chin, nose, eyes, and cheeks.
Clothes: Select your Sim's basic wardrobe from this tab, including everyday wear, athletic garb, and formal clothes.
Personality: This tab lets you assign specific traits to your Sim, choose personal favorites (food, music, and color), and select a Lifetime Wish.

Ambitions adds many new options to these tabs. There are new clothes, new hairstyles, and much more, so be sure to experiment. Any new cosmetic option in *Ambitions* is marked with a:

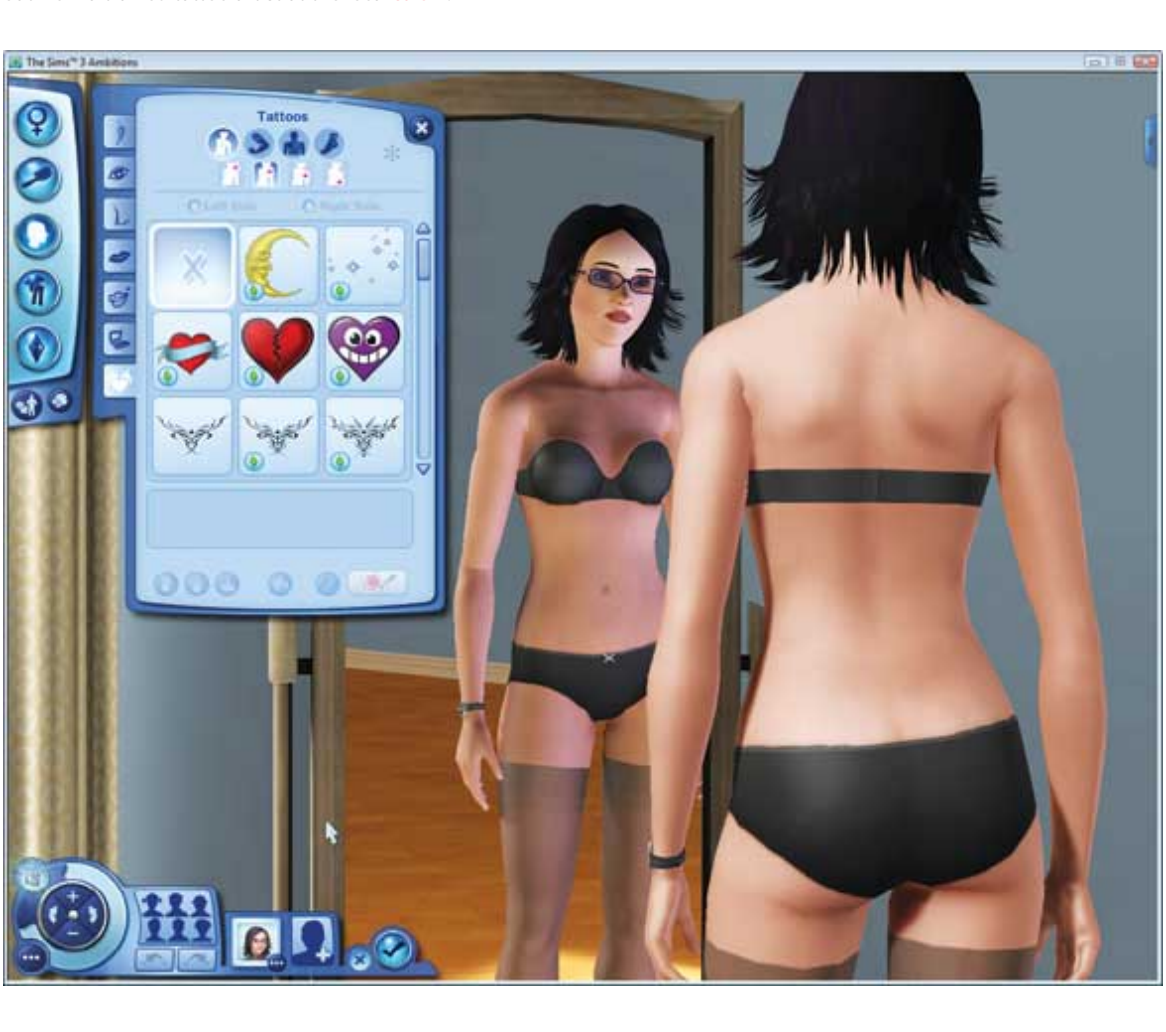


Ambitions also allows you to adjust the opacity of make-up. Now, you can use a slider bar to make make-up more or less apparent on your Sim's face, such as lightening or darkening eye shadow.

Tattoos

The biggest Create a Sim addition is the arrival of tattoos. You may add tattoos right in Create a Sim.

The Create a Sim tattoo applicator is also the same set-up used when your Sim either applies tattoos themselves or seeks them out from a trained tattoo artist at the local salon .

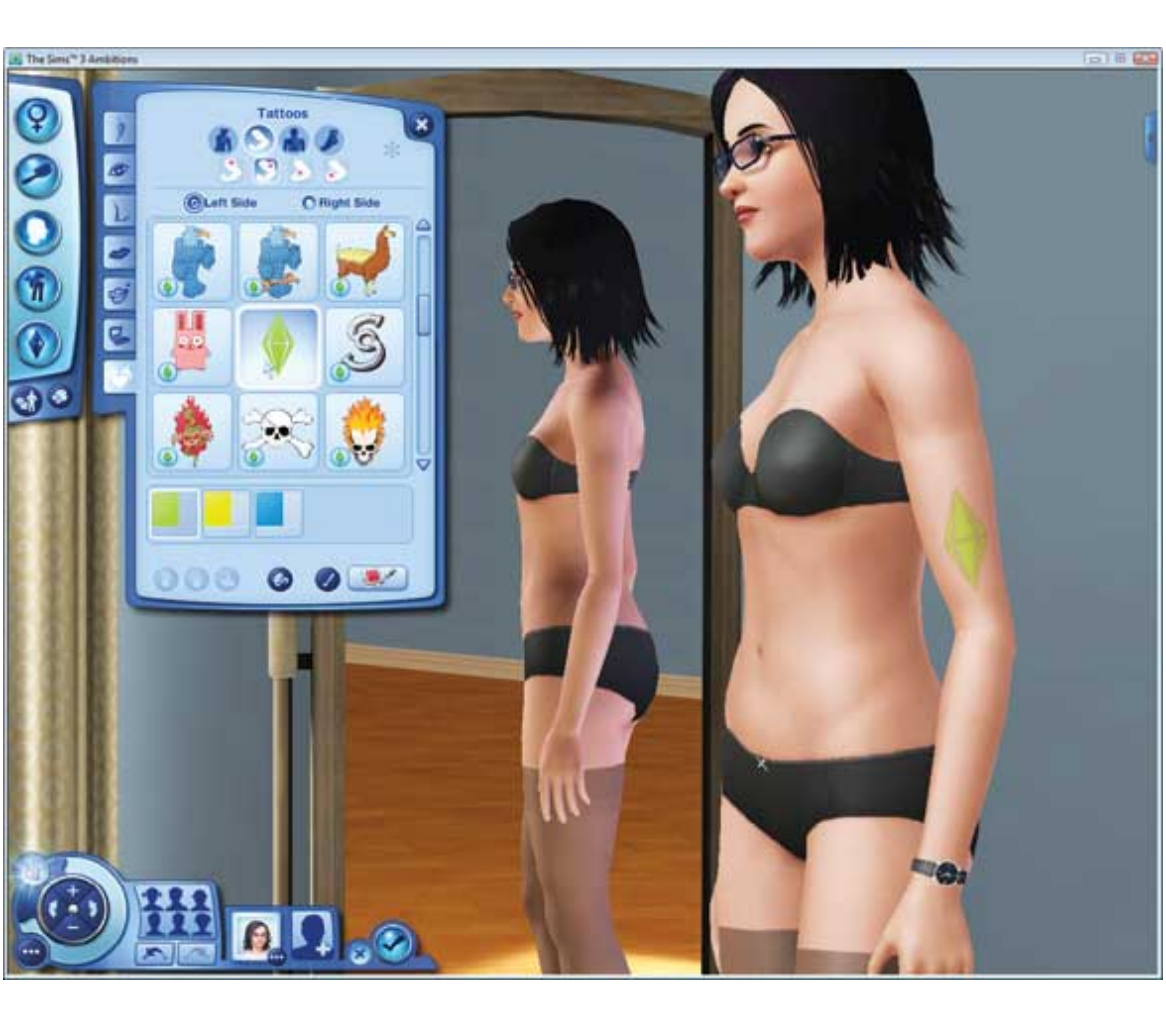


To add a tattoo to your Sim, choose the Looks tab.

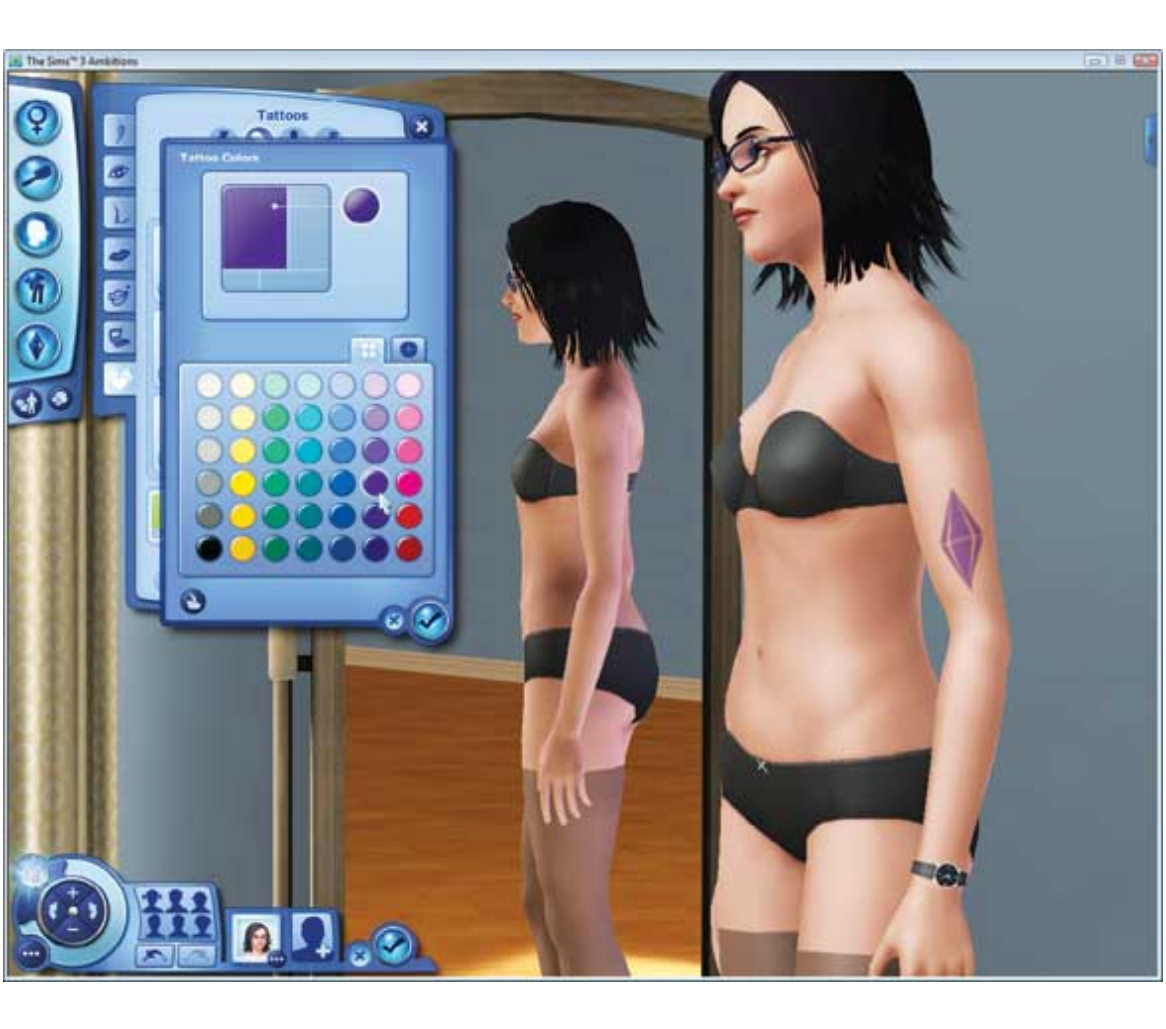
When you select the new Tattoo tab (at the bottom of the menu, directly under Make-Up), your Sim appears in front of the mirror with not much on. This gives you a near-full view of your Sim's body so you can apply the tattoo exactly where you want.

You may apply a tattoo to four places on your Sim: back, arm, chest, and ankle. Within each body location, you can choose from a few different spots.

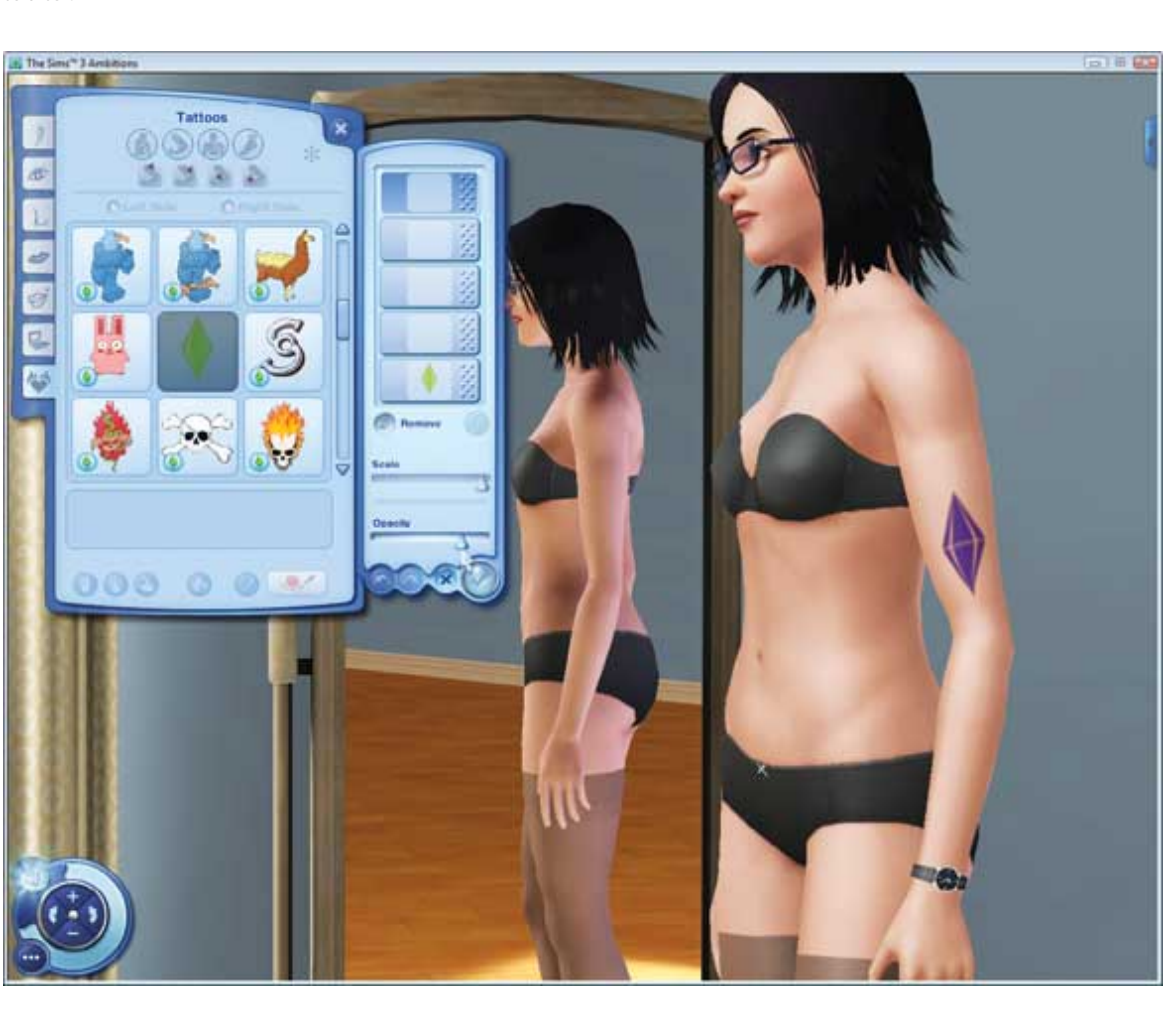
For example, on the back, you can pick the shoulders, small of the back, or right in the center.



Below the body part selector, browser through the field of available tattoos. There are many choices, from tribal art to a magic gnome.



Once you select the tattoo, you can adjust its colors. Some tattoos have just a single color, while others have multiple fields to alter.



You can mix-and-match tattoos through the Advanced button. Here, you can also adjust the opacity of the tattoo as well as its size.

Relationships

Ambitions also offers new relationships to give your Sims before leaving the Create a Sim tool. The new relationships are: girlfriend, boyfriend, and fiance. These new relationships are available between young adult, adult, and elder Sims, but not children.

Once this relationship has been set, Sims will already be in these arrangements right when you move in. This is a good way to set up a budding family or shortcut Elder Sims into happy relationships without spending precious days in courtship.

Traits

When you create a Sim (or when a Sim not yet an adult ages up) you assign up to five traits. Traits affect so much, so choose carefully. Six new traits are added to Create a Sim with Ambitions.

Not all of these new traits are directly related to new skills or careers that are part of Ambitions. Some, such as Eco-Friendly and Dramatic, are designed to further flesh out personalities. Savvy Sculptor, as you can imagine, is definitely tied to the Sculpting skill.

> **Caution**
>
> Focusing on a set of traits to support a career or new skill is great for that particular goal, but it comes at a cost. Your Sims are now defined more by what they do rather than who they are.
>
> You could make a really awesome inventor by choosing Handy and Eccentric, but that occupies two trait slots that could be used for traits that will help with socialization or developing other skills that might help the household or neighborhood.

Born Salesperson

Description: Not only do Born Salespeople often sell their wares for more money than other Sims, they know the importance of a good reputation and can quickly build one at the consignment store.

Benefits: These Sims generally sell their stuff at the consignment store for more money. The more items they sell at the consignment store, the better their reputation, which in turn leads to higher sales and better prices.

Shortcomings: None

Unique Features: Excellent trait choice for Sims who make their living by creating items to sell, such as painters and sculptors.

Dramatic

Description: Everyday situations in life deeply stir the imagination, emotions, and reactions of Dramatic Sims.

Benefits: Dramatic Sims enjoy extra mood boosts when good things happen to them. They respond with great enthusiasm to major, positive life events like getting engaged/married, having a child, or getting a promotion at work.

Shortcomings: If Dramatic Sims have to undertake a menial task, like taking out the trash, they whine and get a mood hit. Dramatic Sims have a greater chance of just breaking up with a partner during the course of an argument and are likely to outright slap a Sim who insults them, which causes major relationship decay.

Unique Features: Dramatic Sims respond to complaints from other Sims with a yawn. They have new socials, including Whine About Life, Pretend to Faint, and Tell Dramatic Story. After performing the Pretend to Faint social, Dramatic Sims get a special positive moodlet: Thespian.

Eccentric

Description: Eccentric Sims have a natural talent for inventing crazy gizmos and whatchamacallits.

Benefits: Eccentric Sims develop the Inventing skill much faster. They learn new blueprints for inventions much sooner, and also speedily create replicas of previously discovered inventions.

Shortcomings: None

Unique Features: None

Eco-Friendly

Description: Eco-Friendly Sims prefer a lifestyle of energy conservation, recycling, and sustainable eating.

Benefits: Eco-Friendly Sims gain many positive moodlets from making environmentally conscious decisions such as using an expensive washing machine (Saving Water) or gardening (Replenishing the Earth). Carpooling to work earns the positive Carpooling moodlet. Using a clothesline to dry clothes results in the Saving Electricity moodlet.

Shortcomings: Gets negative moodlets for potentially wasteful activities. Using the cheap washing machine, for example, results in the Wasting Water moodlet.

Unique Features: If they own one, Eco-Friendly Sims ride a bike when traveling alone instead of using a taxi or family car. All foodstuffs Eco-Friendly Sims create are organic. Eco-Friendly Sims have new socials that include Talk About Recycling, Talk About Going Green, Talk About Composting, and Talk About Renewable Energy. They can take a quicker shower to save water, which results in the positive Saving Water moodlet. Eco-Friendly Sims will have wishes related to getting rid of cars if the family owns one or buying a bike if the family does not.

Perceptive

Description: Perceptive Sims make keen investigators. Their ability to investigate and stake out potential criminals is unsurpassed!

Benefits: If your Sim is going to be a private eye, this trait makes that career much easier and rewarding. Perceptive Sims earn more Simoleons for completed assignments and have a greater chance of ferreting out crime on a stakeout. Perceptive Sims also quicker to develop the Logic skill or learn the traits of other Sims faster when socializing.

Shortcomings: None

Unique Features: The Perceptive trait cannot be used at the same time as Absent-Minded.

Savvy Sculptor

Description: Savvy Sculptors know the ins and outs of sculpting. These Sims make the best sculptures around.

Benefits: Savvy Sculptors develop the Sculpting skill much faster and have a handful of special sculptures that only the Savvy Sculptor knows. This sentence reads better as: Savvy Sculptures never shatter a sculpture block while working, and they do not accidentally behead topiary sculptures.

Shortcomings: None

Unique Features: Introduces the Talk About Sculpting social.

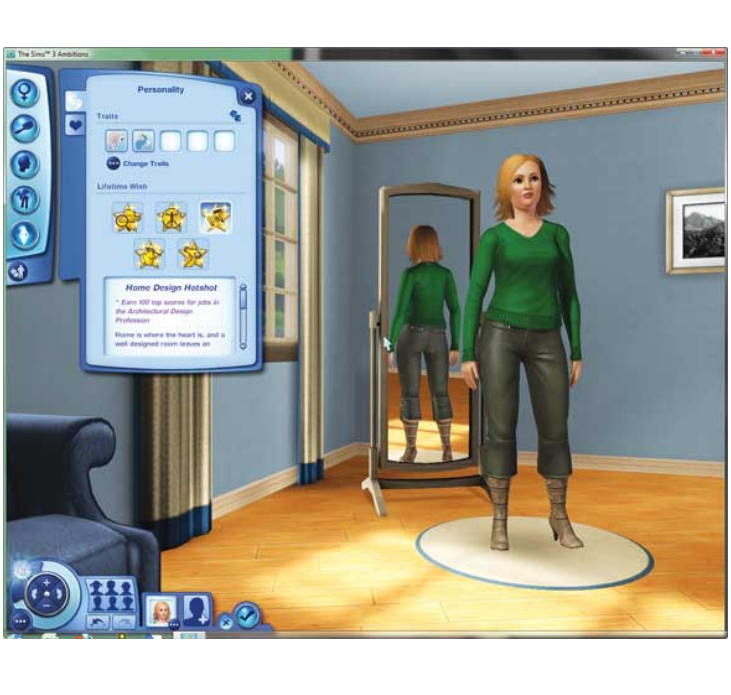
New Lifetime Wishes

Lifetime Wishes are determined by your Sim's selected traits. In addition to the Lifetime Wishes of The Sims 3, Ambitions introduces seven new Lifetime Wishes.

The easiest way to access a specific Lifetime Wish is to select one or two traits that are directly related to it.

The Brave trait is likely to rope the Firefighter Super Hero Lifetime Wish into your five possibilities at the conclusion of Create a Sim.

The Savvy Sculptor trait will certainly cause the Descendant of da Vinci Lifetime Wish to bubble to the top of the list.



Selecting a Lifetime Wish in Create a Sim

Though you may have an idea for your Sim's life trajectory, be aware that like life on this side of the screen, things just...happen.

You may decide to create a Brave Sim with every intention of having a successful career as a Firefighter or Ghost Hunter, but what if you discover that sculpting is right up your (and your Sim's) alley?

Of course, the solution to this is to have multiple Sims in a household or families in different towns. That way, you can chase down all sorts of Lifetime Wishes and experience the most of what Ambitions offers.

Firefighter Super Hero

Save 30 lives on the job in the Firefighter profession

The selfless act of saving another Sim's life is one of the most exhilarating and rewarding accomplishments your Sim can imagine. Only through rigorous training to bulk up the body will your Sim have the fortitude and stamina to aid others. A sharp mind, brave heart, and the ability to stay calm under pressure will be beneficial in the unending struggle of Sim versus disaster.

> **Tip**
>
> If this is your desired Lifetime Wish, spend a solid amount of time exercising. Start at the gym or use the fire house's equipment to save Simoleons. After banking some pay, purchase exercise equipment (and a trampoline!) for your own lot.

Paranormal Profiteer

Reach level 10 in the Ghost Hunter profession

Whether they're specters, spirits, spooks, or shades, putting stray ghosts to rest is a great feeling. The complexity of interpreting paranormal patterns of activity will require dedicated study and attention to detail. Your Sim must gather experience in all things logical to have any chance of understanding the complexities of the spirit world.

> **Tip**
>
> The Logic skill is critical for advancing this career, so spend time reading Logic books, scanning the skies with a telescope, and practicing chess.

Pervasive Private Eye

Solve 35 cases on the job in the Investigator profession

Late-night stakeouts, dusting for prints, hacking computers, snooping for clues; the life of a private investigator is one of long hours, dangerous intrigues, and baffling mysteries. Sound logic and ample fortitude are required to excel in this fast-paced world of criminal analysis. Put on your best disguise, grab your magnifying glass, and drop by the neighborhood Police Department to get started. For Sims following the path of the Pervasive Private Eye, there is nothing more satisfying than putting together the clues to solve a mystery.

> **Tip**
>
> As in the Ghost Hunter career, the Logic skill is a big part of getting ahead as an Investigator. Having a computer on your lot will definitely help your Sim advance.

Descendant of da Vinci

Master the Inventing skill

Master the Painting skill

Master the Sculpting skill

It is said that a jack of all trades is master of none, but your Sim proves that there can be exceptions. No endeavor is out of reach for a Sim who's a brilliant artist with an eye for painting, the dexterity for sculpting, and the genius for invention. Shun the offerings of the outside world and instead spend the days contemplating the canvas, and the nights wooing images buried deep in stones. Why leave just one legacy when you can leave behind dozens?

> **Tip**
>
> It is difficult to pursue this ambitious Lifetime Wish with a steady job. Having another Sim in the household with a regular paycheck helps. After time, though, the artistic Sim can start making decent Simoleons selling works at the consignment store or by accepting side jobs related to art or inventing.

Home Design Hotshot

Earn 100 top scores for jobs in the Architectural Design profession

Home is where the heart is, and a well-designed room leaves an impression that lasts a lifetime.

Brush up your Painting skills, study the latest techniques for reupholstering furniture, and familiarize yourself with popular patterns and fabrics for rugs and floor tiles.

Only through an obsessive attention to detail, good taste, and learning to listen to and respect your clients' wishes will your Sim be able to deliver the perfect home remodel or room addition.

> **Tip**
>
> The Painting skill is a major part of the Architectural Design career. Splurge for an easel early on, then upgrade to a drafting table, which helps accelerate skill development.

Fashion Phenomenon

Reach level 10 in the Stylist profession

If your Sim yearns to make others more beautiful, to transform ugly ducklings into suave swans, then a career in the Stylist profession is the only natural course. Trendy taste for make-up, hairstyles, and fabric patterns are a must for any Sim aspiring to reach the end of the fashion runway.

> **Tip**
>
> The Stylist career is not necessarily reliant on a specific skill, but it definitely helps to have a drafting table at home where your Sim can study fashion and style.

Monster Maker

Create 3 monsters

For some Sims, the ultimate pastime is the unending search for new types of life. Whether crafted through mystical, laborical, or convergent methods, occult creations are wondrous achievements for Sims who prefer to dabble in the unknown. Some may call them "monsters," but to their creators they are just another member of the family.

> **Tip**
>
> Only Sims with advanced Inventing skills can create artificial Sims, known as SimBots, so zero in on that skill early. However, creating mummies from objects found in the World Adventures expansion pack also count toward the goal of three monsters.

Possession is Nine-Tenths of the Law

Possess §50,000 worth of stolen goods

While other Sims were learning that hard work over long hours can be turned into Simoleons, your Sim learned that borrowing without asking leads to the same result without the sweat and tears. Whether objects were snatched accidentally while visiting the park, or borrowed when an acquaintance wasn't looking, their value is in the eye of the beholder. One Sim's trash is another Sim's treasure. And if your Sim happens to klepto real treasure, well, all the better...

> **Tip**
>
> Dive into the Criminal career to pursue this Lifetime Wish. Your greatest threat is being caught, so be sure to be social around the neighborhood and identify any Sims in the Law Enforcement or Investigator careers.

Wishes

When your Sims experience all the new things Ambitions offers, they come up with wishes directly related to them. A Sim who's trying out the Sculpting skill, for example, is likely to wish to work in stone.

A Firefighter will desire to improve the fire engine down at the station. As these wishes occur to your Sims, you may either promise or dismiss them. Wishes are a good way to advance your Sim at work or at home.

Pursuing a wish related to the Inventing skill will likely help develop that skill.

> **Note**
>
> Dismissing a wish does not negatively impact your relationship with your Sim. But you may discover that a wish that looked too far out of reach isn't so demanding to fulfill after a day or two.

The new wishes of Ambitions are split across three different categories: career, skill, and object.

Career wishes are most likely to spring from a Sim in that specific job path. Skill-related wishes are likely to occur to Sims in the process of developing that particular skill.

Some of the new objects in Ambitions inspire new wishes as well, such as the desire to play some Gnubb (a backyard game). These new wishes mingle with the existing wishes from The Sims 3.

Career Wishes

Educator
Give a lecture
Give X lectures

Firefighter
Save X Sims from death
Handle X emergencies
Handle an emergency
Put out X fires
Save [Sim name] from death
Improve Fire Engine
Upgrade fire extinguisher
Upgrade fire alarm system
Handle an emergency perfectly
Meet fellow firefighter (Sim)
See [Sim name] in danger
Maintain Fire Engine
Maintain Alarm

Ghost Hunter
Look for spirits
Collect X spirits
Donate X spirits to the Science Lab

Interior Designer
Research Interior Design
Complete an Assignment
Earn X Simoleons from Assignment
Earn X Simoleons from Interior Design
Receive a good review from a client
Receive a great review from a client
Receive a bad review from a client
Complete X assignments
Do a Crappy Renovation
Put Dirty/Broken Objects in client's home
Place painting/sculpture/photo of client for job
Use homemade painting/sculpture/photo for job

Investigator
Solve case
Solve X cases
Snoop for clues
Dust for prints
Conduct stakeout
Conduct X stakeouts
Write stakeout report
Do low-level police work

Stylist
Style [Sim name]
Style X Sims
Earn X Simoleons styling Sims
Makeover a Snobby Sim
Makeover a teen
Makeover a child
Makeover an elder
Give fashion advice to [Sim name]
Talk about fashion with [Sim name]

Skill-Related Wishes

Inventing
Salvage a broken object
Discover a new Invention
Build a Widget
Build X Widgets
Build an Improved Widget
Build a Crafted Toy
Build X Crafted Toys
Build a [invention category]
Collect some scrap
Loot a junk pile
Salvage a burned item
Detonate a [object name]
Detonate X objects

Sculpting
Make a Clay Sculpture
Make a Wood Sculpture
Make a Stone Sculpture
Make an Ice Sculpture
Make a Metal Sculpture
Sculpt a Topiary
Sculpt something worth at least X
Sculpt [Sim name]
Make a Brilliant Sculpture
Make a Masterpiece Sculpture
Earn X sculpting
Place X sculptures

Object-Related Wishes

Consignment Store
Sell something in the consignment store
Buy something from the consignment store

Gnubb Field
Play Gnubb
Play Gnubb with [Sim name]

Miner
Mine up something
Mine up X Metals
Mine up X Gems
Mine up X Rocks
Go on a Mining Adventure!

Time Machine
Travel to the past
Travel to the future

Trampoline
Play on a trampoline
Play with [Sim name] on a trampoline

New Moodlets

By now, you understand how the mood system works—your overall mood is determined by a series of smaller, fleeting emotions called moodlets.

There are three types of moodlets: positive, negative, and neutral. Strive to do things that give your Sims positive moodlets so they can keep banking Lifetime Happiness points.

> **Tip**
>
> Seek out ways to achieve positive moodlets every day. The happier your Sims are, the better they perform at work. They also develop skills faster, even if that skill is not tangentially related to the positive moodlet.

Moodlets

Moodlet	Effect	Duration	Description
Appalled	-15	180	Sim has just seen something they find awful or disgusting.
Bad Landing	-20	40	Sim has just taken a bad spill on the trampoline.
Big Deal	15	180	Dramatic Sims think that the problems of others are not as important as theirs.
Carpooling	15	90	Eco-Friendly Sims love to carpool with other Sims and reduce their carbon footprints.
Chilly	-15	120	Sim has gotten cold and needs to be warmed up.
Clean Clothes	10	Variable	Sims love clean clothes that have just been washed and scented.
Dizzy	-30	50	Dizziness makes a Sim need to take a quiet, still moment to regain their senses.
Energized	10	180	Sim has just experienced a little electricity...and liked it!
Feeling Cheap	-20	480	Snob Sims do not like to buy used objects.
Got Ripped Off	-20	480	Sims do not like overpaying for objects.
Hero of the City	50	5760	A brave Sim is the toast of the town and the positive effects linger for some time.
I Am Better Looking	15	360	Snob Sims love to feel prettier than other Sims. A makeover has this effect.
Life's Not Fair	-15	180	When a Dramatic Sim is asked to do something like take out the trash, they sometimes feel it's not their job to help out.
Made Good Sale	10	240	Sims that sell objects at the consignment store for more than they are worth get this positive mood boost.
Recycled	20	180	Eco-Friendly Sims love to place garbage in a recycling bin, not the trash can.
Replenishing the Earth	25	180	Eco-Friendly Sims love to garden.
Saving Energy	25	180	Eco-Friendly Sims get a real boost out of using an expensive but efficient appliance.
Saving the Environment	10	180	When Eco-Friendly Sims ride a bike instead of drive, they get this mood booster.
Saving Water	25	90	Eco-Friendly Sims take short showers to conserve water—and feel good about themselves.
ShortOut	-50	240	When SimBots touch water, they short out.
Smugly Satisfied	15	360	Mean Sims love to see other Sims suffer misfortunes great and small.
Stylin'	20	1440	After great makeover, Sims love to show off their new look around town.
Thespian	10	180	Dramatic Sims get this mood boost after a successful fainting performance.
Time Traveled	25	240	Sims that step through the ages via the Time Machine get a big boost.
Wasting Natural Resources	-20	30	Eco-Friendly Sims cannot stand to be in cars by themselves.
Wasting Water	-20	45	Eco-Friendly Sims do not like to use cheap, inefficient washers and dryers.

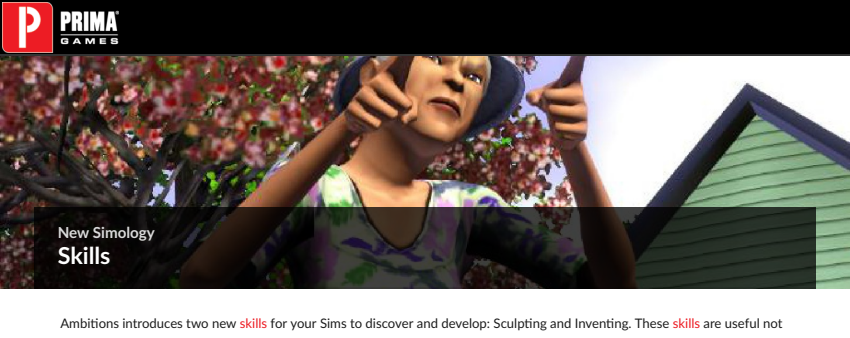
Lifetime Rewards

When your Sims' spirits are high or they satisfy wishes large and small, they earn Lifetime Happiness points. These points measure fulfillment. The more you have, the happier your Sim. But these points are not just for show.

You can exchange Lifetime Happiness points for Lifetime Rewards, which are special perks and cool objects that will undoubtedly help your Sim.

Use this list of Lifetime Rewards to see what's possible for Sims who are truly blessed with a player like you. The more wishes you fulfill and the happier you keep your Sims, the more of these rewards they can possess.

Lifetime Reward	Benefit	Cost
Efficient Inventor	Sim is able to invent and create new objects with less scrap.	10000
Entrepreneurial Mindset	Sims with this LTR earn more experience on the job and get promotions faster.	10000
Professional Simoleon Booster	Sim earns more Simeolons every week at a job or per assignment.	10000
Suave Seller	Sim is able to sell goods for higher prices.	15000
Artisan Crafter	Sim is able to create higher quality inventions and sculptures worth more when sold.	20000
Fireproof Homestead	This LTR guarantees your Sim's home will never catch on fire.	30000
My Best Friend	A SimBot joins the family with Best Friend status with Sim selecting this LTR.	40000



New Simology

Skills

Ambitions introduces two new skills for your Sims to discover and develop: Sculpting and Inventing. These skills are useful not just to give your Sims something to do when not pursuing careers.

They also augment your Sims' personalities, offer them alternate sources of income, and give them additional subjects to talk about. These two new skills are very deep.

The development of these skills goes way beyond just reporting to a skill-related object and performing a task over and over. Your Sim creates objects as a result of developing these skills—objects that matter.

So, try out each skill and fulfill your Sims' thirst for discovery and art. You are guaranteed more than a few surprises along the way.

Development

As mentioned, specific traits make developing these skills much easier. The Savvy Sculptor trait accelerates the Sculpting skill and the Eccentric trait advances Inventing.

However, any Sim, regardless of specific traits, can begin developing either (or both) of these new skills.

Start by attending a class in your neighborhood or by purchasing a developmental object through Build/Buy Mode and installing it on your Sim's lot.

Interactions with the object translate into actual development, monitored via the meter over your Sim's head and in the pages of the Skill Journal.

Use these tips to speed skill development:

Sims in a good mood develop a skill slightly faster.

Expensive equipment does help develop a skill. When sculpting, for example, you begin with cheap clay. As you develop the skill, you move into other mediums, which cost more. However, the more expensive the material, the better your skill development.

Use community equipment when just starting out to save a little cash. You can use the workbench at the fire house for dabbling and tinkering in the early stages of Inventing. However, at a certain point, you should invest in an Scrapatronic Workbench for your lot.

Unless you feel pressed for time to start developing a new skill, save books on the subject for skill levels higher than 2. Reading a book reduces the amount of time needed to attain the next level. However, this is within reason. Reading the beginner's level skill book is not going to do you a tremendous amount of good when working toward level 9.

Sculpting

Some Sims look at a giant block of stone and see an oversized brick. Others see a lion, buried beneath a pile of pebbles. Those Sims are natural sculptors.

At first, sculptors only work in clay. But as they advance their skill, new mediums open up, including topiaries and ice sculptures.

Finished sculptures can be sold for Simoleons or shown off on lots, where they may be appreciated by friends and neighbors.

This is a time-heavy skill, though, so do not expect masterpieces of metal and stone to appear within minutes.

Sculpting requires patience, but the payoffs for hard work and dedication are significant.

Acquire by : Practicing on sculpting station

Development Tools : Pedestrian Sculpting Station, scrap

Available Ages : Teen, young adult, adult, elder

Development Process

If you desire to dabble in sculpting, you have one choice for launching this skill: use a Pedestrian Sculpting Station.

The sculpting station is a large pad with a rotating disc so your Sim can effortlessly spin a giant block of material.

With each spin, your Sim applies a chisel (or chainsaw) and slowly coaxes a work of art out of the block.

At first, do not expect great things—even if your Sim has the Savvy Sculptor trait. This skill demands patience and dedication. At the lowest skill levels, your Sim coaxes only basic objects forth from blocks.

Amazing sculptures arrive later. Your first interaction with the sculpting station is limited to Practice. Once you reach level 1, the interaction switches from Practice to Sculpt.

Each fresh block of material costs Simoleons. When you select the medium on an empty sculpting station, the Simoleons are automatically deducted from your household funds.

You may have only one active sculpture on a sculpting station, meaning that if you want to work on two sculptures at the same time, you must have two different sculpting stations.

If you choose to abandon a sculpture before it is finished (which is not unreasonable if, midway through a project, you unlock a new medium and want to immediately dive into that), use the Scrap interaction to clear the station.

You are not refunded any Simoleons for a scrapped sculpture. This may not be a big loss when working in clay or wood, but as you will see, it is quite costly when you have access to stone.

Sculpting Cost

Medium	Cost
Clay	§3
Wood	§25
Metal	3 scrap
Ice	§100
Stone	§500
Topiary	§50

The very first medium a sculptor works in is clay. Developing this skill unlocks additional mediums. Here are all of the mediums you unlock when achieving new levels of the skill:

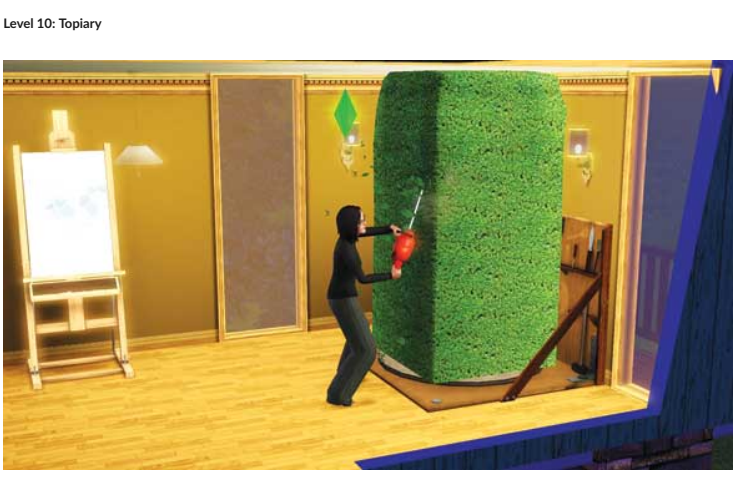
Level 0: Clay

Level 3: Wood

Level 5: Ice

Level 8: Stone

Level 10: Topiary



Any level after learning the skill, you can also weld metal sculptures as long as you have scrap metal collected from a junkyard or bought from the Inventor's workstation. For more information about scrap, see the Inventing skill because scrap is the building block for all inventions regardless of skill level.

Note

The color of your medium blocks is completely random. There are several shades of clay, different wood grains, and multiple types of stone. The ice block and topiary blocks are constant.

Just some statues are created only from specific mediums (check the statue levels list below to see those), certain mediums offer unique successes or failures.

Ice : There is a chance that at some point during the sculpting process, the entire ice block will shatter. Another random possibility is that your Sim will lean into a new ice block and attempt to lick it. Your Sim's tongue may get stuck on the ice for a few moments, but eventually pulls free. When this happens, there's a small chance the ice block will shatter and reveal a complete sculpture.

Stone : Like the ice block, there is a chance that it will shatter and all progress will be lost. However, there is a slight, random chance that when the block shatters, the Sim will discover a valuable uncut gem or raw ore.

Metal : When welding a metal sculpture, there is a chance the Sim's blowtorch will malfunction and singe the Sim. To get back into fresh clothes, the Sim must then shower. A Sim with a Good Sense of Humor simply laughs off the incident and receives no negative moodlet.

Topiary : When creating an animal topiary (such as a giraffe or penguin), the Sim attempts one last bit of touch up and accidentally lops the poor topiary animal's head off with the chainsaw. Oops. This ruins the value of the topiary.

Tip

Lucky Days received as part of possessing the Lucky trait affect the likelihood of fun bonuses successes (such as the ice block) occurring while sculpting.

When you first begin sculpting, the statues created are random. Over time, though, your Sims accumulate a library of statues they can fashion from memory.

Instead of just using the Sculpt interaction, you can use Sculpt Specific Thing, choose the desired medium, and then recreate a previously sculpted statue.

Just as mediums are unlocked as you advance the skill, certain types of statues are also unlocked with each new level.

Use this table to see what types of objects are introduced at specific skill levels, as well as their potential value.

Sculptures

Piece	Category	Minimum Level	Maximum Level
Venus	Statue	6	10
Alligator	Statue	2	10
Floor Pole	Statue	2	10
Elephant	Statue	2	10
Fish	Statue	3	10
Mermaid	Statue	4	10
Octopus	Statue	4	10
Lion	Statue	3	10
Socrates Bust	Statue	4	10
Freezer Bunny	Statue	5	10
Moderne Piece	Statue	5	10
The Ponderer	Statue	6	10
Gryphon	Statue	7	10
Giant Head	Statue	7	10
Unicorn	Statue	8	10
Hands	Statue	9	10
Abstract Piece	Statue	10	10
Bargain John	Bathroom	1	6
The Thru-Flush Toilet	Bathroom	3	9
The Porcelain Throne	Bathroom	5	10
First Step Potty Chair	Bathroom	4	5
Sink Pedestal Moderate	Bathroom	1	6
Sink Pedestal Traditional	Bathroom	3	10
Another Era Dining Table	Dining Table	5	8
Table de Bistro	Dining Table	3	7
Knack Outdoor Table	Dining Table	1	4
Table-Licious	Dining Table	1	4
Royal Francois End Table	End Table	9	10
Meta Table	End Table	2	5
Chaible	End Table	5	7
Tabla del Extremo	End Table	4	6
The Mission Coffee Table	Coffee Table	4	7
Case Closed	Coffee Table	8	10
Two-Ton Table	Coffee Table	1	3
The Cozinator 450	Dining Chair	4	6
Rafkin's Dining Chair	Dining Chair	0	4
Sit-Up Straight Dining Chair	Dining Chair	7	9
Mount of Comfort Dining Chair	Dining Chair	3	5
The Muga Sitzer	Dining Chair	6	8
Yankee Doodle Dining Chair	Dining Chair	8	10
The Elsinore	Dining Chair	5	7
Simmer Down Dining Chair	Dining Chair	0	3
Old Sam's Dining Chair	Dining Chair	10	10
Swank Living Room Chair	Living Chair	7	9
The Olafian	Living Chair	9	10
Passable Mission Chair	Living Chair	8	10
The Savannah	Living Chair	2	4
Bracken Living Room Chair	Living Chair	10	10
Lazy Lounger	Living Chair	4	6
Pete's Living Room Chair	Living Chair	10	10
The Avant	Living Chair	6	8
Parlor Perch	Barstool	0	4
Bab's Towering Barstool	Barstool	5	7
Old Sam's Barstool	Barstool	8	9
Barstool de Mish	Barstool	3	5
Sturdy Stool	Barstool	2	4
Mirage Garbage	Disposal	2	4
Clothing Hamper	Laundry	3	7
Yummer's High Chair	Kids Furniture	5	8
Toy Box	Kids Room	1	4
Chess Table	Hobbies & Skills	8	10
Easel	Hobbies & Skills	5	7
Garden Gnome	Other	1	10
Magic Gnome	Other	5	10
Fountain	Other	10	10
Globe	Other	2	5
Penguin	Topiary-only	10	10
Giraffe	Topiary-only	10	10
Panda	Topiary-only	10	10
Dragon	Topiary-only	10	10
Metal Chair	Metal-only	0	10
Metal Horse	Metal-only	2	10
Geometric Shapes	Metal-only	4	10
SimBot Model	Metal-only	6	10
Giant Sim Statue	Metal-only	8	10

If World Adventures Installed

Piece	Category	Minimum Level	Maximum Level
Antique-But-Not Lotus Pot	Plant	3	7
A Show of Force	Statue	0	4
The Gazing Pharaoh	Statue	2	6
Gally de Orleans	Statue	1	5
Gloria	Statue	5	10
Phillipe of Aznac	Statue	5	10
Urn of Franco	Misc. Décor	8	10
Alexia Full of Hair	Statue	4	9
Rodent Repellent	Statue	0	6
Fabu Foo	Statue	0	6
End of the Line End Table	End Table	1	3
Le Petiti Table	End Table	7	9
Column A	Column	9	10
Column B	Column	0	4
Stone Seat from Tomb Dining Inc.	Dining Chair	6	8
Dinner Party Perfect Chair	Dining Chair	9	10
Simply Elegant Seating	Living Chair	8	10
The Regal Rester	Living Chair	3	5
Practically Yours	Living Chair	5	7
Nectar Rack - Cheap	Furniture	3	6
Nectar Rack - Expensive	Furniture	7	10

Tip

The value of a sculpture greatly increases when the Sim who made it dies.

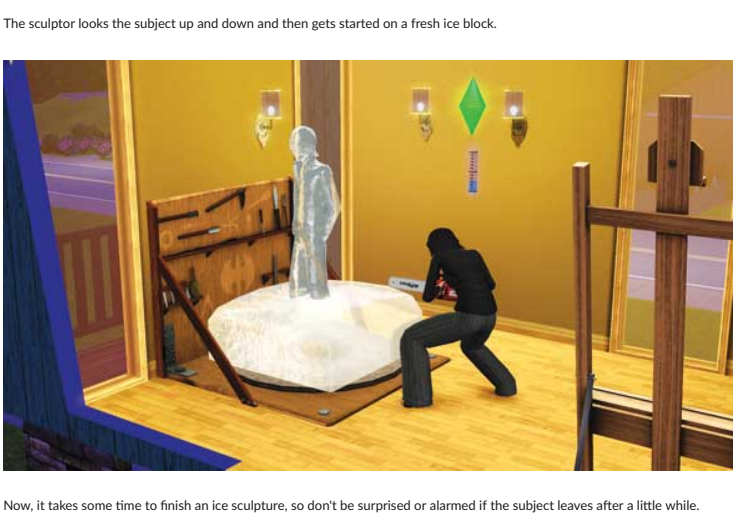
Sculpt Ice Sim

At level 6, Sims learn to create ice sculptures of other Sims. The sculptor must be on good terms with the subject Sim, so you cannot sculpt an enemy.

To initiate this special sculpture, the subject must be on your Sim's lot. (Easiest way to do this is to invite a Sim over via the telephone.)

Once the subject in on the lot, use the Sculpt Ice Sim interaction on the workstation. The subject follows the sculptor to the workstation and then proceeds to pose.

The sculptor looks the subject up and down and then gets started on a fresh ice block.



Now, it takes some time to finish an ice sculpture, so don't be surprised or alarmed if the subject leaves after a little while.

You may continue to work on the sculpture. You can also continue the sculpture later without the subject nearby.

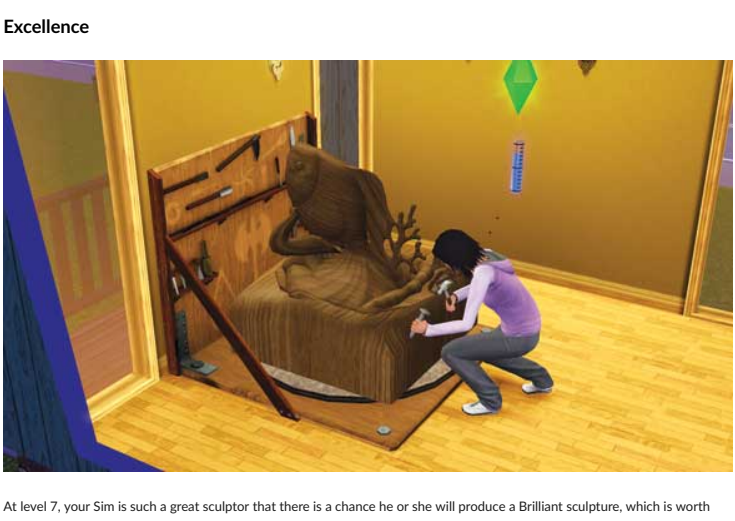
However, if you finish the sculpture while the subject is present, he or she will react to it.

Depending on personality and quality of the sculpture, the model will have a positive or negative reaction, which might affect your relationship.

Tip

There is a random chance that your Sim will fail to accurately portray the subject in ice and instead carve an odd-looking goblin.

Excellence



At level 7, your Sim is such a great sculptor that there is a chance he or she will produce a Brilliant sculpture, which is worth not just additional Simoleons, but also an environmental bonus for any room it is placed in.

At level 9, you unlock the potential to create Masterpieces. Masterpiece sculptures and statues are worth much more than normal pieces and, like Brilliant statues, add an environmental bonus to rooms.

The environmental bonuses result in decoration-related moodlets, such as Nicely Decorated, unless the Sim near the piece Can't Stand Art.

Skill Journal Tracking

Use your Skill Journal to track several statistics about your Sim's sculpting. These stats will help you tackle wishes, opportunities, and challenges:

Total Sculptures
Clay Sculptures
Wood Sculptures
Stone Sculptures
Ice Sculptures
Metal Sculptures
Topiary Sculptures
Brilliant Sculptures
Masterpiece Sculptures
Money Made
Highest Value Sculpture Sold
Favorite Medium
Number of Sim Sculptures Made

Skill Challenges

Chiselmeister : After making 20 sculptures, Chiselmeisters make all future sculptures faster.

Prolific Sculptor : After making 35 sculptures, Prolific Sculptors no longer need to pay for materials.

Master Sculptor : After making 5 sculptures from each material, the value of a Master Sculptor's pieces increases.

Ice Personality : After making 25 ice sculptures, ice pieces never melt.

Inventing

The act of creation—of assembling something brand-new out of other bits and pieces—is immensely satisfying. But inventing is not an exact science.

Gluing object A to object B does not necessarily result in object C every time. Inventing requires time and dedication, plus a willingness to take risks, knowing that whatever one comes up with during the process may not be a success.

However, as this skill is developed and the inventor learns more, the greater the chance of creating something wonderful. Certain objects can only be invented.

While you may luck out and find one at the local consignment store, if you want to make sure you get a chance to play with a Time Machine or a Harvester, you better hunker down and start working on this skill.

Acquire by : Reading Inventing skill book, Inventing class at science facility, dabbling at Inventor's workstation

Development Tools : Scrapatronic Workbench, scrap

Available Ages : Child, teen, young adult, adult, elder

Note

While developing Inventing, your Sim also develops the Handiness skill but at a much slower rate. By the time you reach level 10, your Handiness skill—if you did not to develop it outside of Inventing—would be at around level 4 or 5.

Development Process

There are many ways to get this skill underway: class, book, or just dabbling at an Inventor's workstation. As the Sim creates, the skill is developed—so, in essence, multiple rewards are happening at once.

Not only does the skill level increase, but the Sim also creates new inventions that can be used on the lot or sold for Simoleons.

Sims learn how to make different inventions the longer they spend at the workstation, starting with simple Widgets, working up to Big Inventions.

However, no inventing can occur without scrap. Scrap is required to invent anything. If you purchase a workstation, it comes with enough scrap to get you started.

However, you will need more—much more—to fully develop this skill. There are multiple ways to gather scrap. The easiest is to pay a visit to the neighborhood junkyard and search through the massive piles.

Whenever a pile sparkles, you can sort through it for scrap. Your Sim comes away with a random amount of scrap per search.

Scrap can also be purchased directly from the workstation. This gets expensive, but if Simoleons are no object, buying scrap is a major time-saver.

Scrap Cost

Amount of Scrap	Cost
10	§55
50	§275
100	§550

There is a third way to get scrap, too. Once your Sims reach level 6, they can detonate objects to generate scrap.

To explode an object, choose the Detonate interaction. Detonations cost a few Simoleons. The price depends on the size and complexity of the object.

After setting the explosive charge, your Sim runs away and waits for the explosion.

After the object is blown up, the Sim can easily pick up the resulting piles of scrap, adding it to the overall amount available back at the workstation.

Sometimes, charges do not go off right away. Curious Sims sometimes investigate, only to have the detonation go off right in their face. Shower up to wash off the mess.

Sims can also detonate objects on community lots. However, this is not without risk. Some detonations are so great that not only do they destroy the targeted object, but also leave behind scorch marks and other damages.

If you damage property or any community lot other than a junkyard, you will get fined. (If your detonation does not leave behind a mark, you are safe.

You will not be fined.) When fined, you receive a note that your explosive activities have gotten you trouble with the neighborhood and that you are being fined for the damages.

The fine is added to the bills you receive in the mail. Fines are typically tiered. A low fine comes in around §50. A medium fine starts at §600.

High fines can reach §1,500 or more. Use this table to see how much scrap you can receive from detonated objects as well as the value of objects.

Perhaps you will deduce that the risk is not always worth the reward.

Scrap Values

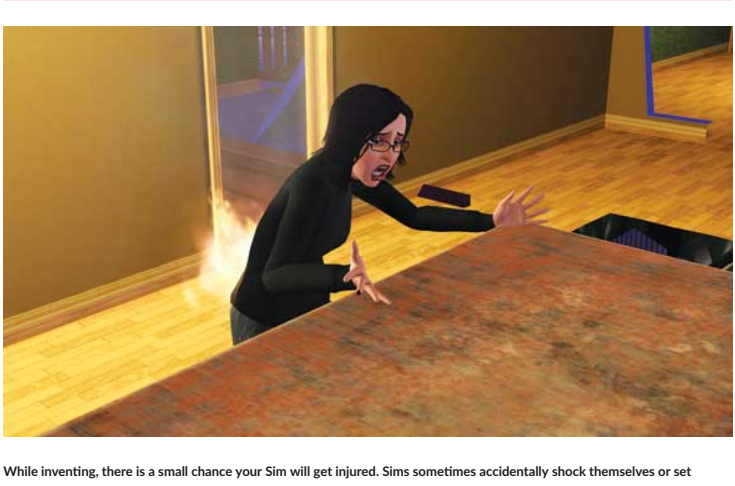
Object	Min. Value	Max. Value	Min. Scrap	Max. Scrap
Bar	640	1500	16	38
Bar Stool	185	520	4	12
Bed Double	450	3500	11	88
Bed Single	300	1450	8	36
Bicycle	200	200	13	13
Bookshelf	175	1650	4	41
Car	950	105000	21	2333
Coffee Table	90	325	3	11
Computer	800	4000	27	133
Couch	335	1200	7	27
Counter	140	805	4	20
Crib	275	425	7	11
Desk	150	900	5	30
Dining Chair	40	900	1	20
Dish Washer	300	700	10	23
Dollhouse	650	650	22	22
Dresser	450	850	13	24
Dryer	450	1337	13	38
End Table	45	315	2	11
Exercise Machine	900	1500	26	43
Firepit	295	295	15	15
Foosball	6250	6250	96	96
Fridge	375	1800	12	56
Grill	300	1200	9	34
Junk Pile	20	20	20	20
Junk Pile Large	35	35	35	35
Lights	45	565	1	14
Living Chair	115	1000	3	22
Sculpting Station	1000	1000	25	25
Sculpture	4	12225	0	245
Shower	425	925	11	23
Stereo	150	1800	4	51
Stove	400	1425	10	36
Table Dining	60	1100	2	28
Teddy Bear	50	50	5	5
Toddler Table	200	200	13	13
Toilet	250	1800	7	51
Toy Box	55	75	1	2
Toy Oven	100	100	10	10
Tub	500	2100	13	53
TVs	200	8000	4	160
Videogame System	750	750	25	25
Washer	450	1375	13	39

Tip

A household object or appliance break down? Detonate it for scrap!

Caution

Do not detonate objects inside the house! You will set your house on fire, damaging nearby objects and costing way more money than if you had just bought scrap from the workstation.



While inventing, there is a small chance your Sim will get injured. Sims sometimes accidentally shock themselves or set themselves on fire. If your Sim catches fire, get to the nearest shower or pool immediately!

Once an invention is complete, it is added to the Sim's personal inventory. Sims can either place their inventions around the lot, give them to family members (children love the clockwork toys), or sell them at the local consignment store for cash.

The higher the skill level, the more valuable the invention. In addition to receiving the invention, the Sim also learns the "blueprint" for that object. Your Sim can now recreate that invention at will while at the workstation.

Inventions

At level 1 of the skill, Sims begin creating inventions at a workstation. The first objects they create are Widgets. They then move on the Crafted Toys. Then, over the course of the development cycle, leading up to level 10, they learn the blueprints for a series of Big Inventions.

Widgets

Beginning inventors create Widgets, which serve no practical purposes. They are often small objects that just look interesting, like a drinking bird or a metal octopus.

These small Widgets can be sold for low Simoleons or placed around the lot. However, as the Sim's skill level rises, the quality of Widgets increases. Soon, the Sim has a chance to build Improved Widgets, which move or light up.

Crafted Toys

At level 2, inventors can produce Crafted Toys at the workstation. Crafted Toys are small toys that can be played with by Sims of any age.

These toys light up, move, and make noise—and best all, they increase Fun. Crafted Toys can be left out as decorations, placed in personal inventories and taken outside the lot, or stored in toy boxes.

Big Inventions

At level 3, Sims begin discovering objects called Big Inventions. These inventions have specific purposes and are quite useful. Big Inventions can also factor into wishes and opportunities.

Hygienator

The Hygienator is a small invention that releases a puff of perfumed air when stepped on. This perfume raises the Hygiene of the Sim who walked on the invention.

The Hygienator offers a handful of different scents, each with different colored clouds of perfume vapor.

However, it is possible that this invention will occasionally fail and release a cloud of stinky gas that makes all nearby Sims Nauseous.

Note

You may be asked to create certain inventions for opportunities related to the Inventing skill.

Hygienator

Shower Fresh Unscented

Trait	Moodlet
Neurotic	Scared
Neat	Tranquil

Happy Day Potpourri

Trait	Moodlet
Neurotic	Scared
Evil	Disgusted
Grumpy	Disgusted
Mean Spirited	Disgusted
Over-emotional	Tranquil
Neat	Tranquil
Friendly	Tranquil

Outdoor Citrus Fresh

Trait	Moodlet
Neurotic	Scared
Hates the Outdoors	Plagued by Nature
Neat	Tranquil
Loves the Outdoors	One with Nature
GreenThumb	One with Nature

Scientific Refresher

Trait	Moodlet
Neurotic	Scared
Technophobe	Disgusted
Neat	Tranquil
Computer Whiz	Fascinated
Genius	Fascinated
Handy	Fascinated

The Harvester

The Harvester is a handheld collecting device, first discovered at level 4. A Sim can use it to pick up all sorts of objects of different sizes, from scrap created by a detonation to dirty dishes in the kitchen.

The Harvester can save time in the garden, picking up harvestables, and quickly clean up messes like puddles or trash. It's good for picking up collectibles, like butterflies and gems, too.

Tip

You know all of those newspapers that stack up on your doorstep and get moldy? The Harvester will suck them all up and get rid of them in one fell swoop.

Caution

Like many inventions, the Harvester can fail from time to time. If the Harvester does not work correctly, the Sim using it can get Stressed or Dizzy.

The Miner

The Miner is a drill-like machine that burrows into the ground, digging up collectibles such as gems, ore, and even magic gnomes. It is discovered at level 7.

To use it, place the Miner outside and then choose the Drill interaction. The Sim fires up the Miner and lowers the drill into the ground, digging through the soil.

When collectibles or lost objects are discovered, you get little messages indicating they have been added to your inventory.

The Miner sometimes burrows into something large. When this happens, a message appears on-screen telling you to explore the hole to see what's down there.

This counts as an Underground Adventure. If you inspect the hole, there is a chance you will find a valuable object. Maybe even a magic gnome!

The Miner leaves behind unsightly holes. Fill that in, would you?

Caution

The Miner makes a lot of noise, waking up nearby sleeping Sims or just annoying them something terrible.

Time Machine

The Time Machine is discovered at level 9. Once completed, the Time Machine fits in the family inventory because it is so large. The Time Machine allows Sims to take brief trips to the past or the future.

Either direction in time is selectable when choosing the Travel interaction with the Time Machine. Once the Time Machine is activated, the Sim steps inside. As the machine rattles and hums, you receive updates on your Sim's adventure.

When the Sim comes back, there is a small chance he or she will be wearing an outfit from a specific time period or have a piece of art. Some Sims may even return with a very rare object, like a stone statue of a fish god.

Tip

Sims who come back through the Time Machine enjoy the Traveled in Time moodlet.

Sims who travel to the past also have a small chance of changing their own family history. If this occurs, you receive a message about an event that was altered (such as saving an ancestor from death).

When your Sim returns, he or she may have a completely different career or skill set. A baby may be added to the household. Your Sim might even be killed in the past and come back through as a ghost.

Note

If you have World Adventures installed, you may come back as a mummy. Mummies also may come back through the Time Machine as normal Sims, too.

SimBot

Once a Sim has reached level 10, a special series of opportunities begins that lead to the invention of the SimBot, the most amazing invention of all.

The Sim receives a call from their neighborhood science facility and is given a series of difficult tasks that must be completed in order.

The Sim is asked to collect a specific number of objects and bring them to the science facility:

1 unit of Palladium
10 Life Fruit
1 Pink gem with the Heart Cut
100 units of scrap

After these four steps have been completed, the Sim must go to the Inventor's workstation and choose the Create Mystery Invention interaction. Working on this invention takes days to complete.

However, once done, the Sim has created a SimBot, a robotic Sim that lives with them as a friend and companion (if there is space in the family for an additional member).

Now the Sim can create additional SimBots, provided the above materials are collected again. (They do not need to be taken to the science facility.) SimBots can be purchased as a Lifetime Reward, too, but they do not come with the blueprints to create additional SimBots.

What are Frankensims good for other than company? Frankensims are very good at repairing objects. They begin with highly developed Handiness and Inventing skills, so any activity associated with those skills is available.

Frankensims can learn other skills, too. Frankensims do not like water and will avoid it (they never need to bathe). If a Frankensim gets wet, it shorts out and cannot be interacted with for a little while, just like a fainted Sim.

SimBots prefer to eat scrap, so make sure you have plenty on hand. You can send the Frankensim to the junkyard to collect more at any time.

Skill Journal Tracking

Use your Skill Journal to track several statistics about your Sim's Inventing. These stats will help you tackle wishes, opportunities, and challenges:

Amount of Scrap Collected
Number of Widgets Made
Number of Toys Made
Number of Big Inventions Made
Number of Objects Detonated
Number of Underground Adventures
Number of Travels Through Time
Percentage of Inventions Discovered

Skill Challenges

Widget Wonder : After creating 250 Widgets, the inventor only makes Improved Widgets with bonus values and in less time.

Diabolical Detonator : After detonating 150 objects, the Diabolical Detonator gets a discount on explosives and earns more scrap per detonation. They are also less likely to be caught and fined for detonating objects on community lots.

The Scrap Collector : After collecting 1,000 pieces of scrap, the Scrap Collector digs through junk piles much faster and finds more pieces of scrap.

Master Inventor : After creating 100 Big Inventions, all inventing time and costs are decreased. All inventions going forward are considered Master-quality inventions that never fail and sell for more.

Hidden Skills

Five "hidden" skills are developed while using objects, but are not tracked nor as involved as the Inventing or Sculpting skills. The more you apply tattoos to Sims, the better you get at it, which in turn leads to greater chances of success or pay-offs.

The Consignment hidden skill operates in a similar manner. The more you visit and use the consignment store, the greater your reputation at the venue.

In turn, this earns you more Simoleons for sold items and gets you discounts on bought objects. The Styling hidden skill is directly related to the Stylist career.

The more you work with Sims to help them find better outfits, hairstyles, or make-up options, the more you develop this shadow skill.

Two hidden skills are attached to fun objects for your lot: trampoline and Gnubb. Everybody loves to play on a trampoline. The longer you do so, the better you get at.

Over time, as this hidden skill is developed, your Sim jumps higher and pulls off more acrobatic moves in mid-air. Gnubb is a fun backyard game your Sim can play with the Portable Gnubb Set object.

As Sims practice and play matches, they develop this hidden skill. The higher the skill, the greater the chance at victory in a game of Gnubb. For more on the trampoline and Gnubb set, please see the New Objects chapter.

Magical Gnomes

Ambitions also introduces three new magical gnomes, one for each of the new skills: Inventing and Sculpting.

Once a Sim reaches level 8 of either skill, he or she has a small chance to create a magical gnome in the current medium.

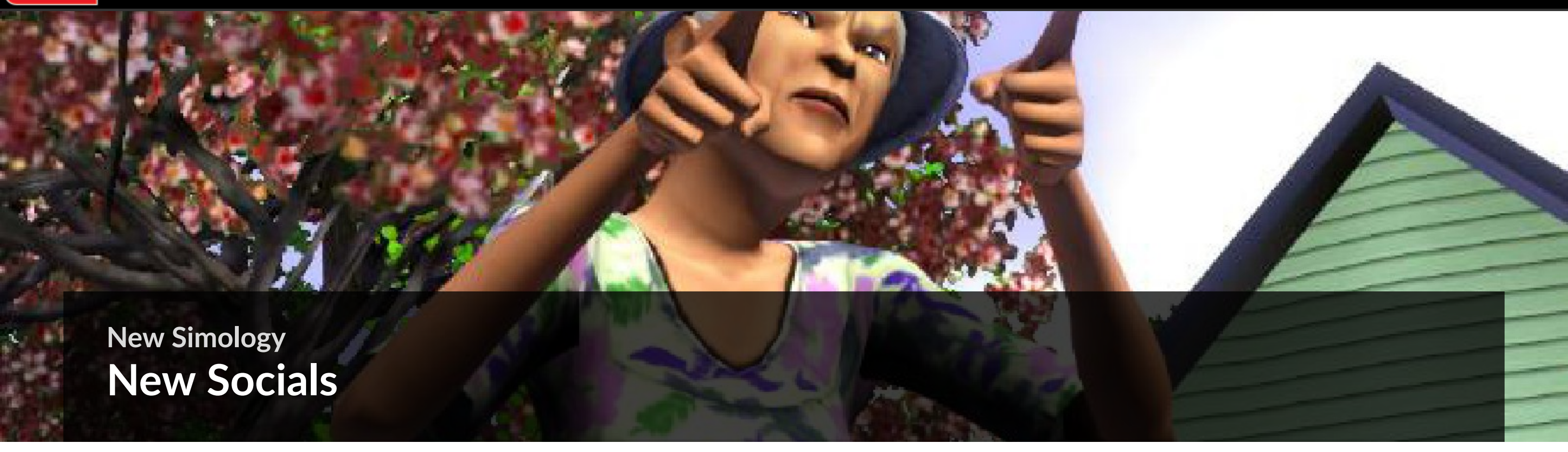
An inventor, for example, will create a clockwork gnome, while a sculptor's gnome looks like a classical statue.

Both gnomes love to pose and often change poses when Sims are out of the room.

The third magic gnome is the wee caveman gnome, which you have a chance of finding while digging with the Miner invention or when traveling to the past in the Time Machine.

Magical gnomes seem mischievous, but they have been known to help out from time to time. If a magical gnome is left in the same room with an in-progress sculpture or invention, the gnome may work on it overnight.

When the Sim returns to the workstation the next day, the project will be 99 percent complete!



New Socials

Ambitions brings more than new jobs and skills. New social are added to the mix, increasing the number of conversation options. All of the original socials from The Sims 3 are still available. Some socials are related to traits. Others are inspired by the development of skills.

Use this chart of socials added to Ambitions to help guide conversations. Here is how the chart breaks down:

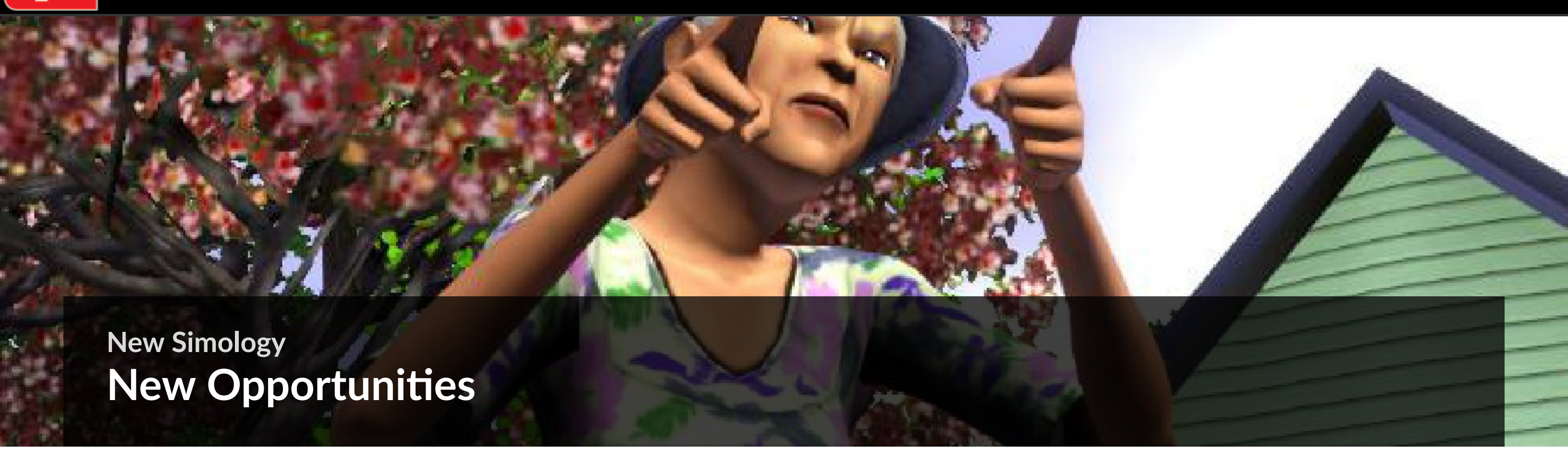
Social: Name of social as seen in the conversation menu
Commodity: Commodity associated with the social
Actor/Target Age: Ages in which the social is applicable
C = Child
T = Teen
Y = Young Adult
A = Adult
E = Elder
Social Available When?: What prompts the use of the social
Required Trait: Social is only available when Actor has this trait
Social Encouraged by Trait?: Social is potentially more "powerful" due to Actor's trait
Social Prevented by Trait?: Actor's trait prevents them from using this social

Socials

Social	Commodity	Actor Age	Target Age	Social Available When?	Required Trait	Social Encouraged by Trait?	Social Prevented by Trait?
Assess Needs as Interior Designer	Friendly	YAE	TYAE	When actor is Interior Designer			
Blackmail	Insulting	TYAE	TYAE	When actor is Investigator		Evil	Good
Compliment Fashion Sense	Friendly	TYAE	CTYAE	When actor is Stylist			
Compliment Spookiness	Friendly	YAE	CTYAE	When actor is Ghost Hunter			
Convince to Move On	Neutral	YAE	CTYAE	When target is a ghost			
Diagnose	Friendly	TYAE	TYAE	When actor is Doctor			
Discuss Fashion	Friendly	TYAE	CTYAE	When actor is Stylist			
Discuss Local Hauntings	Friendly	YAE	CTYAE	When actor is Ghost Hunter			
Discuss Renovation	Neutral	YAE	YAE	When actor is Interior Designer			
Firefighter Flirt	Amorous	TYAE	TYAE	When actor or target is a Firefighter			
Get Tattoos Removed	Neutral	YAE	YAE	When target is Stylist			
Give Bad Makeover	Neutral	TYAE	CTYAE	When actor is Stylist		Evil	
Give Experimental Drugs	Neutral	TYAE	TYAE	When actor is Doctor			
Give Fashion Advice	Neutral	TYAE	CTYAE	When actor is Stylist			
Give Follow Up Exam	Friendly	TYAE	TYAE	When actor is Doctor			
Give Medical Attention	Friendly	YAE	TYAE	When actor is Doctor			
Insult Fashion Sense	Insulting	TYAE	CTYAE	When actor is Stylist		Evil	
Makeover Freestyle	Neutral	TYAE	CTYAE	When actor is Stylist			
Put At Ease About Loved Ones	Neutral	YAE	CTYAE	When target is a ghost			
Reject Ugly Client	Insulting	TYAE	CTYAE	When actor is Stylist			
Show Off Features	Friendly	YAE	CTYAE	When actor is Stylist			
Show Off Ghost Gun	Friendly	YAE	CTYAE	When actor is Ghost Hunter			
Show Off Super Ghost Gun	Friendly	YAE	CTYAE	When actor is Ghost Hunter			
Talk About Composting	Friendly	CTYAE	CTYAE	When actor is Eco-Friendly	Eco-Friendly		
Talk About Full Life	Neutral	YAE	CTYAE	When target is a ghost			
Talk About Going Green	Friendly	CTYAE	CTYAE	When actor is Eco-Friendly	Eco-Friendly		
Talk About Recycling	Friendly	CTYAE	CTYAE	When actor is Eco-Friendly	Eco-Friendly		
Talk About Renewable Energy	Friendly	CTYAE	CTYAE	When actor is Eco-Friendly	Eco-Friendly		
Talk About Sculpting	Friendly	TYAE	TYAE	Actor is a sculptor	Savvy Sculptor		Can't Stand Art
Talk About Sheets	Friendly	YAE	CTYAE	Actor is at laundromat			
Tell Amazing Ghost Story	Friendly	YAE	CTYAE	When actor is Ghost Hunter			
Tell Firefighting Story	Friendly	TYAE	CTYAE	When actor is a Firefighter			
Vaccinate	Friendly	TYAE	TYAE	When actor is Doctor			
Whine About Life	Friendly	TYAE	TYAE	Actor is Dramatic	Dramatic		

Note

You'll find a complete list of all social interactions from The Sims 3 in the Catalog chapter.



New Simology

New Opportunities

Opportunities are occasional events related to your skills and/or career. The rewards for completing Opportunities include Simoleons, promotions, skill gains, and more.

In Ambitions, there are many new Opportunities related to all careers from the original set to the brand-new Professions. The new skills have their own new related Opportunities, too.

Here is a full list of the Opportunities offered in Ambitions, sorted by skills and careers:

Opportunities

Inventing Skill Opportunities

Opportunity	How to Complete
Scrap For Toys?	Collect and deliver X scrap to the warehouse to earn a cash reward and relationship boost with the warehouse workers.
Technical Arguments	"Convince Technology is Good" to X Sims then report to City Hall for some cash and a relationship boost with City Hall employees.
Teching Up the Spa	Build X Hygienators and deliver them to the day spa for a cash reward, an Inventing skill boost, and a relationship boost with the day spa employees.
Target Practice	Build X Widgets and deliver them to the science facility for a cash reward, an Inventing skill boost, and relationship boost with the scientists.
Exposition on Explosion	"Host Demolitions Workshop" at the military base for a cash reward, some scrap, and relationship boost with the military.
In The Name of Science!	Gain a skill level in Inventing, then report to the science facility to earn some Simoleons, an Inventing skill boost, and relationship boost with the scientists.
Harvester Delivery	Build a Harvester and deliver it to X for cash, an Inventing skill boost, and relationship boost with that Sim.
Hygienation Hijinks	Build X Hygienators and deliver them to the military base for a cash reward, an Inventing skill boost, and relationship boost with the military.
Tons of Toys	Build X Crafted Toys and deliver them to the school for a mood boost, an Inventing skill boost, and relationship boost with the Sims at school.
Intelligence Through Environment	Build X Widgets and deliver them to the business office for a cash reward, an Inventing skill boost, and relationship boost with the business associates.
Construction Equipment Needed	Build X Miners and deliver them to the military base for a cash reward, an Inventing skill boost, and relationship boost with the military employees.
Scrap Cleanup	"Help Clean Up" at the bookstore for a cash reward, some scrap, and relationship boost with the bookstore workers.
Standing In To Save The World	Go to the warehouse before time runs out to "Stop Professor Malevolent" to receive a cash reward and some scrap.
A Task About Time	Build a Time Machine and deliver it to X for a cash reward and Inventing skill boost.
The Great Invention Convention	"Attend Convention" at the stadium before it ends to earn an Inventing skill boost and potentially an Invention blueprint.

Sculpting Skill Opportunities

Opportunity	How to Compete
High Quality Delivery	Create a Brilliant Sculpture and deliver it to the business office for a cash reward and relationship boost with the business office employees.
Sculpt a Dining Set	Deliver X Dining Chair Sculptures made from stone to Sim X to earn a cash reward, a Sculpting skill boost, and relationship boost with Sim X.
Sculpture for a Friend	Deliver a Sculpture to Sim X for cash, a Sculpting skill boost, and relationship boost with Sim X.
Delivering the Green	Deliver X Topiaries to Sim X to receive a cash reward, a Sculpting skill boost, and relationship boost with Sim X.
The Importance of Sculpting	Gain a skill level in Sculpting then report to the theatre for a cash reward and a Sculpting skill boost.
Valuable Sculpture	Deliver a Sculpture worth more than X to Sim X for a cash reward and relationship boost with Sim X.
Help the School	"Help Art Student" at the school to receive a cash reward.
The Banquet Centerpiece	Deliver an Ice Sculpture to the bistro before time runs out to receive a cash reward, a Sculpting skill boost, and relationship boost with the bistro employees.
Your Best Work	Create a Masterpiece Sculpture and deliver it to City Hall for a cash reward and a relationship boost with the City Hall employees.
Oh Scrap!	Build a Metal Sculpture and deliver it to Sim X for a cash reward, some scrap, and a relationship boost with Sim X.
Personal Sculpting	Create an Ice Sculpture of Sim X and deliver it for a cash reward, a Sculpting skill boost, and relationship boost with Sim X.
Sculpt a Suspect	"Sculpt Suspect" at the police station to earn a cash reward and relationship boost with the police station employees.
Sims on Ice	Deliver an Ice Sculpture of any Sim to the police station to earn a cash reward, a Sculpting skill boost, and relationship boost with the police station employees.
Larger Than Necessary Doorstop	Deliver a Stone Sculpture to the business office for a cash reward and relationship boost with the business office employees.
An Old Ruse	Deliver X Wood Sculptures to the warehouse to receive a cash reward, a Sculpting skill boost, and relationship boost with the warehouse employees.

Ghost Hunter Opportunities

Opportunity	How to Complete
Spirit Donation	Deliver X spirits to the science facility.
Spooky Props	Deliver X spirits to the theatre.
Scare the Crooks	Deliver X spirits to the criminal headquarters.
Best. Haunted. House. Ever.	Deliver X spirits to the school.

Education Opportunities

Opportunity	How to Complete
Running Recess	Read "How to Run Recess" to improve your job performance and increase your relationship with your boss.
Making the Grade	Read "The ABCDFs of Grading" to improve your job performance and increase your relationship with your boss.
No Substitute	Read "Substitutes: There Is No Substitute" to improve your job performance and increase your relationship with your boss.
Molding Young Minds	Read "Molding Young Minds" to improve your job performance and increase your relationship with your boss.
Teenage Rebellion and You	Read "Teenage Rebellion and You" to improve your job performance and increase your relationship with your boss.
Standardized Test Standards	Read "Standardized Test Standards" to improve your job performance and increase your relationship with your boss.
Designing the Perfect Syllabus	Read "Designing the Perfect Syllabus" to improve your job performance and increase your relationship with your boss.
The Principles of Principals	Read "The Principles of Principals" to improve your job performance and increase your relationship with your boss.
Chaperone the Dance	"Chaperone Dance" at the theatre tonight.
Field Trip	"Lead Field Trip" at the science facility this weekend.
Budget Problems	"Petition For Funds" at City Hall.
Speech! Speech! Speech!	"Give Commencement Speech" at the school this weekend to earn job performance.
Private Tutoring	Tutor X to earn job performance.
Falling Behind	Tutor X to earn job performance.
Required Reading	Read your students' book reports to improve your job performance and increase your relationship with your boss.
Grading By Hand	Read your students' tests to improve your job performance and increase your relationship with your boss.
College Essays	Read your students' college essays to improve your job performance and increase your relationship with your boss.
School Snacks	Bring in a group serving of food to work.
Last Minute Grading	Stay late at work to build relationship with your coworkers.
Detention!	Stay late at work to gain some career performance.

New Venues and Real Estate

New Venues

The introduction of new careers such as Firefighter and Stylist means neighborhoods now need new workplaces.

These new workplaces are not like those found in The Sims 3. Instead of your Sim vanishing for several hours, you actually follow your Sim inside and direct their career activities.

But Ambitions includes more than just a handful of new venues for careers. There are new community lots associated with the two skills: Inventing and Sculpting.

Inventors will be keen on visiting the junkyard, where they can collect scrap metal to use in creations back home or salvage busted objects.

The consignment store is a good place for Sims to sell their goods, too, such as toys created by inventors, statues made by sculptors, or other objects like paintings.

So, it's not just new careers you're getting with Ambitions. Your neighborhood is about to become a more lively place, full of new locations to visit for commerce, fun, and socialization.

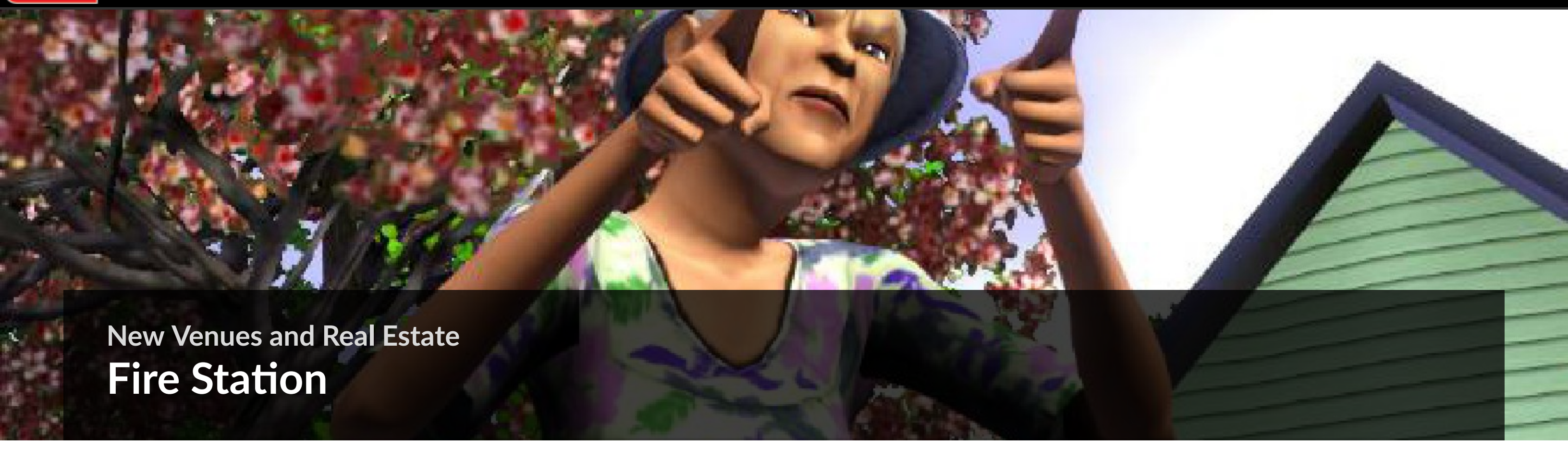
Note

If you move a new household into Twinbrook, Sunset Valley, or Riverview, the town is already equipped with all of the new venues.

However, if you play Ambitions with an existing household from either The Sims 3 or one started within World Adventures, you must follow the easy-to-use new venue installer the first time you start up the game.

Simply place the new venues in your existing neighborhood in locations that are properly sized for the venue.

This system is very similar to the Edit Neighborhood function you used in The Sims 3 to rearrange the town, if so desired. Once you have the new venues in place, you're ready to go.



Fire Station

Few things shatter a household like a fire that consumes years of hard work and priceless family treasures.

Thankfully, each town now has a brand-new fire station. Fire stations are where Sims in the new active Firefighter career report for work during scheduled shifts.

Primary Use

The fire station in each town looks very similar and has identical functions. The primary use is a workplace.

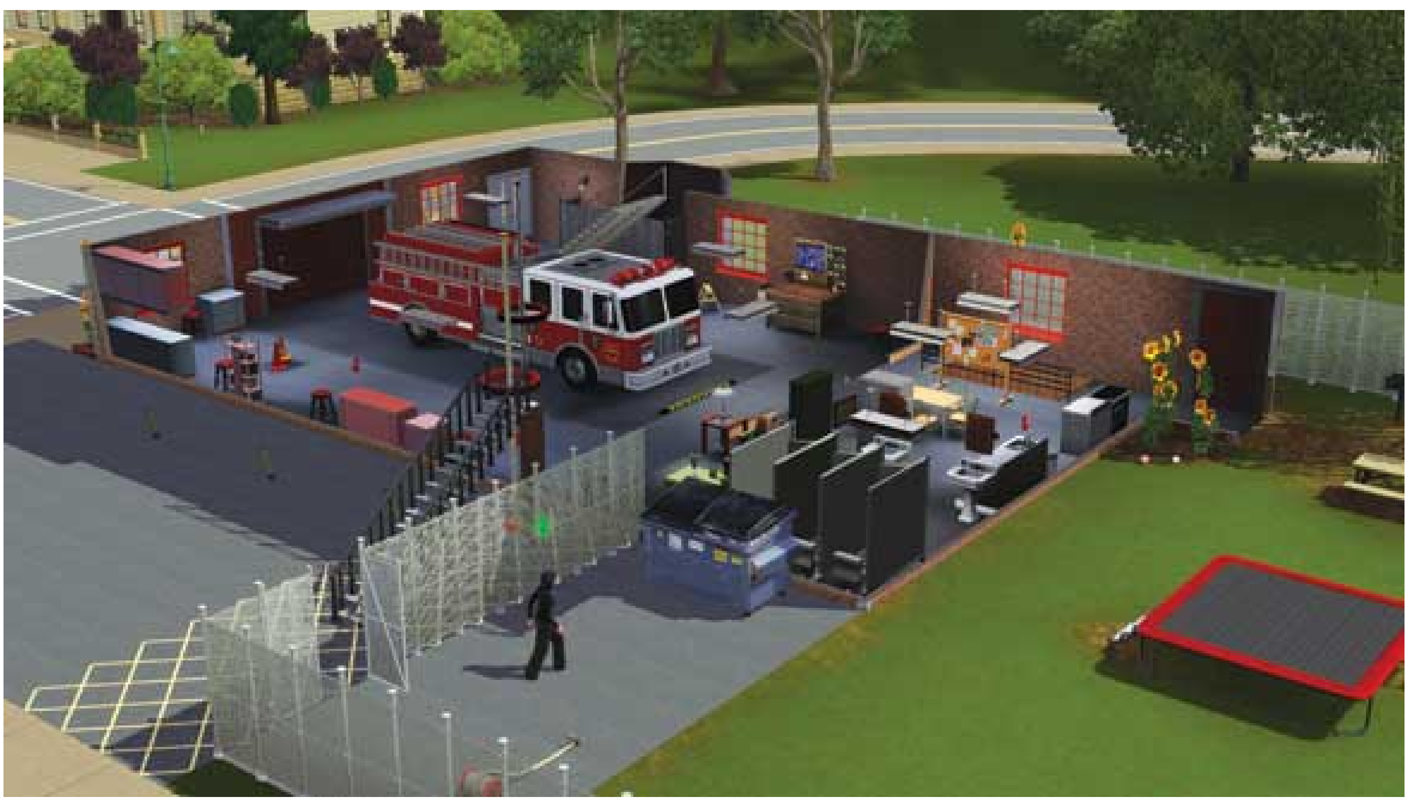
When a Sim accepts a job with the local fire department, this is where he or she reports during scheduled days. Within the fire station, Firefighters maintain equipment (such as the fire engine or alarm system).

Firefighters can also socialize, exercise, and blow off a little steam between emergencies. It is typical to see at least one Firefighter at the station at all times.

Note

The Firefighter career is fully detailed in the Professions Guide chapter.

Additional Activities



Although the fire station is primarily a venue for the Firefighter career, it contains objects that can be used for other pursuits.

An exercise room in the basement lets Sims work on the Athletic skill, which is useful for the Firefighter career. (Thankfully, there are also showers on-site for washing off the funk from a big workout.)

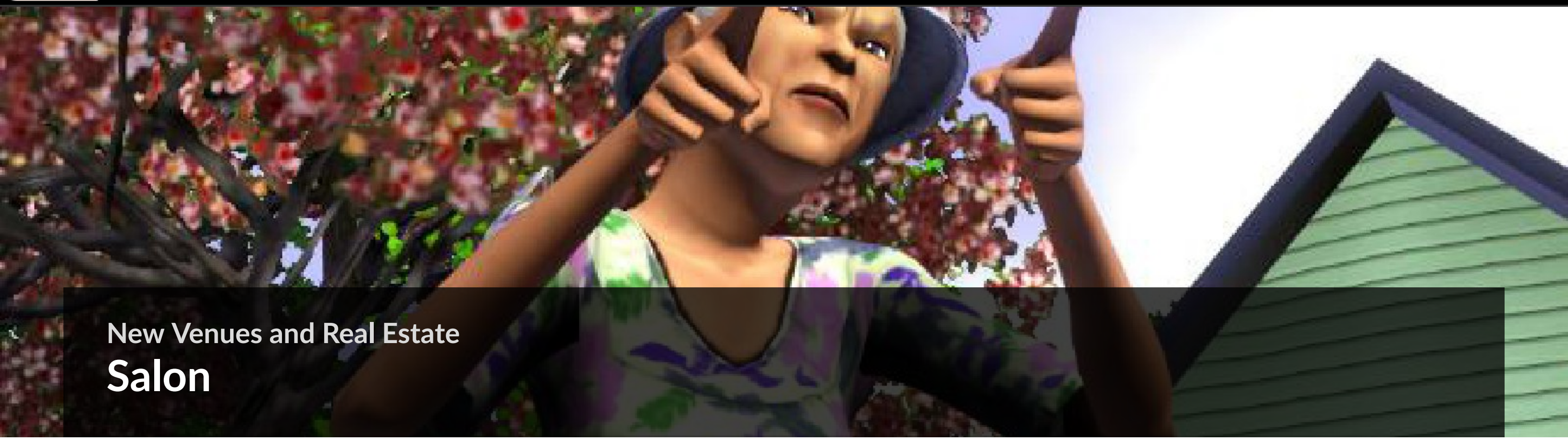
A socialization area offers couches and games, and a full kitchen lets Sims take care of hunger pangs. Outside, Sims will find a trampoline for fun and socialization.

Tip

When two Sims jump on the trampoline together, it builds their relationship. Good relationships with co-workers mean speedy promotions and a great daily mood.

Sims developing the Inventing skill can use the Inventor's workstation at the fire station. Early in a new household, using a community object like this saves Simoleons.

Plus, it's a great way for a Firefighter to sneak in some skill development between emergencies and foster an alternate stream of income.



New Venues and Real Estate

Salon

The new salon is different from the existing day spa.

Whereas that venue is dedicated to pampering (and it remains a good place to get a mood boost), the salon is a place of business that you may enter and interact with other Sims regardless of whether you are engaged in the Stylist career.

Primary Use

For a Sim in the Stylist career, the salon is a workplace. During scheduled shifts, Stylists hang out at the salon and attend to clients who want to make changes to their personal appearances.

When potential clients enter the salon, a stylist should talk to them and then bring them to a station (either the styling station or a tattoo chair) to begin the job.

Once the client is involved, you can perform the desired makeover or tattoo within a Create a Sim–like tool.

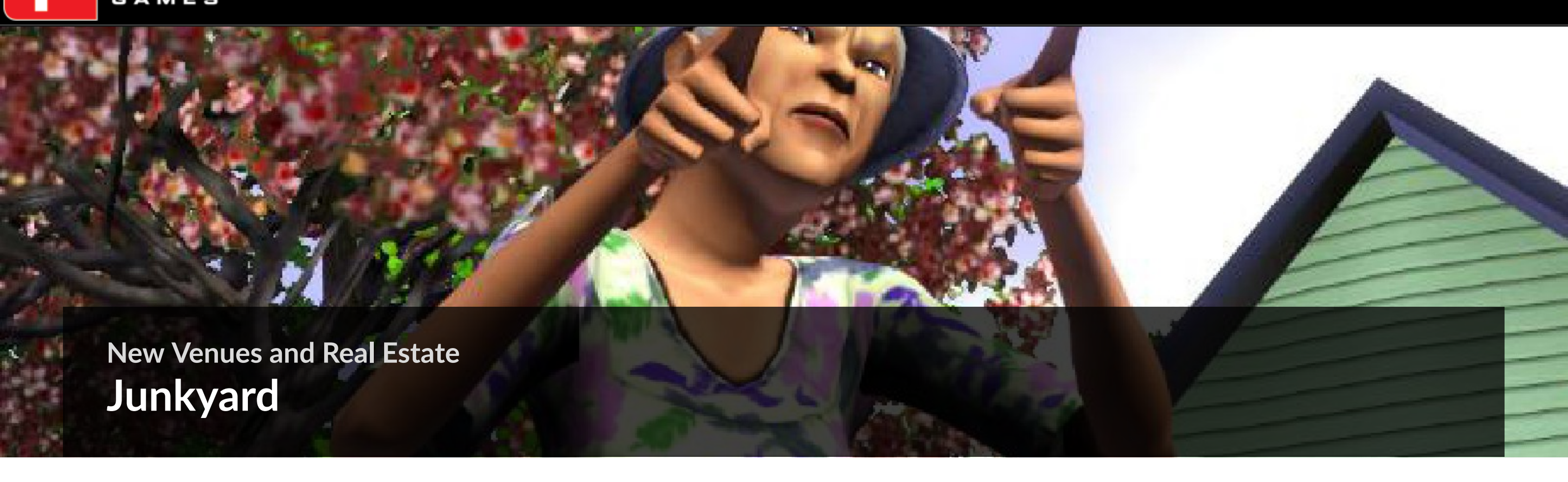
Additional Activities

Even though the salon is a career venue, any Sim can visit it to either socialize with other Sims or receive a makeover. The salon has multiple stations for makeovers, wardrobe changes, or tattoos.

Simply interact with the new station to initiate the desired makeover. The general rule is that as long as there is at least one styling station or tattoo chair in the salon, there is one Sim to attend to it.

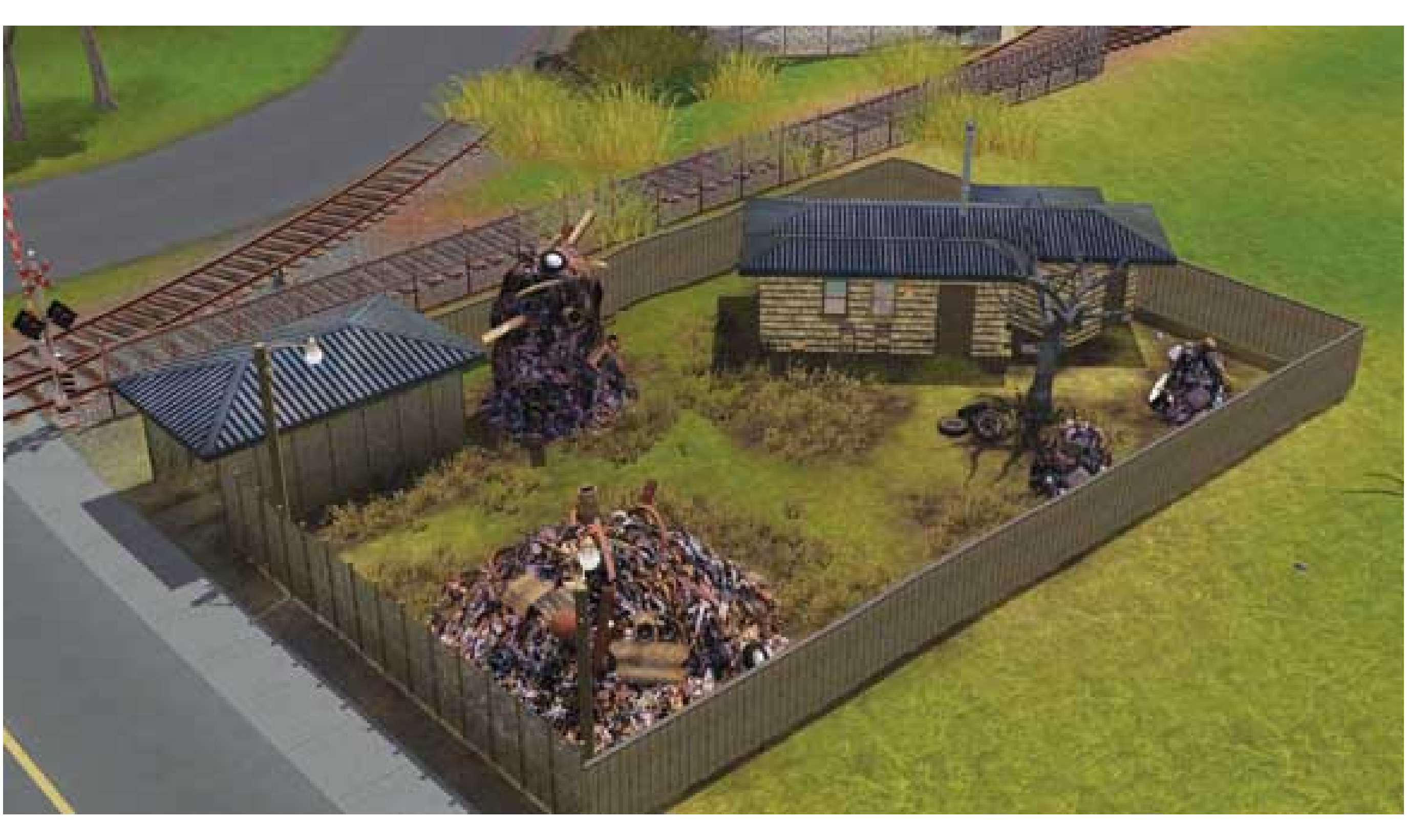
Note

For more information about giving your Sim a tattoo, please see the New Simology chapter. The New Object catalog includes the available interactions with salon objects, such as the tattoo chairs.



New Venues and Real Estate

Junkyard



One Sim's trash is another Sim's treasure. The junkyard is where broken objects go to die (or be rescued by handy, inventive Sims with an eye for repairs).

Giant stacks of scrap provide ample building blocks for inventors working on new objects or sculptors who decide to work in metal.

Searching a junkyard for scrap is much cheaper than buying it directly from a workstation, but consumes much more time.

Primary Use

Rummaging for objects is the main activity at the junkyard. Each junkyard has at least two scrap piles for Sims to dig through and collect scrap for inventing or sculpting.

When collecting scrap, Sims approach a sparkling junk pile (sparkles mean there is scrap to be collected) and start digging.

After some time has elapsed, your Sim reports how much scrap was found.

Once an inventor reaches level 6, he or she can detonate piles at junkyards, too. Detonations produce more scrap than just sifting through a pile.

Tip

Remember the Scrap Collection Skill Challenge: After collecting 1,000 pieces of scrap, the Scrap Collector digs through junk piles much faster and finds more pieces of scrap.

Note

The new neighborhood of Twinbrook has two junkyards: the small Juan's Pick 'n Pull and the large Bayless Memorial Junkyard. You are not required to place both sizes of junkyards in your existing neighborhoods.

Found Objects

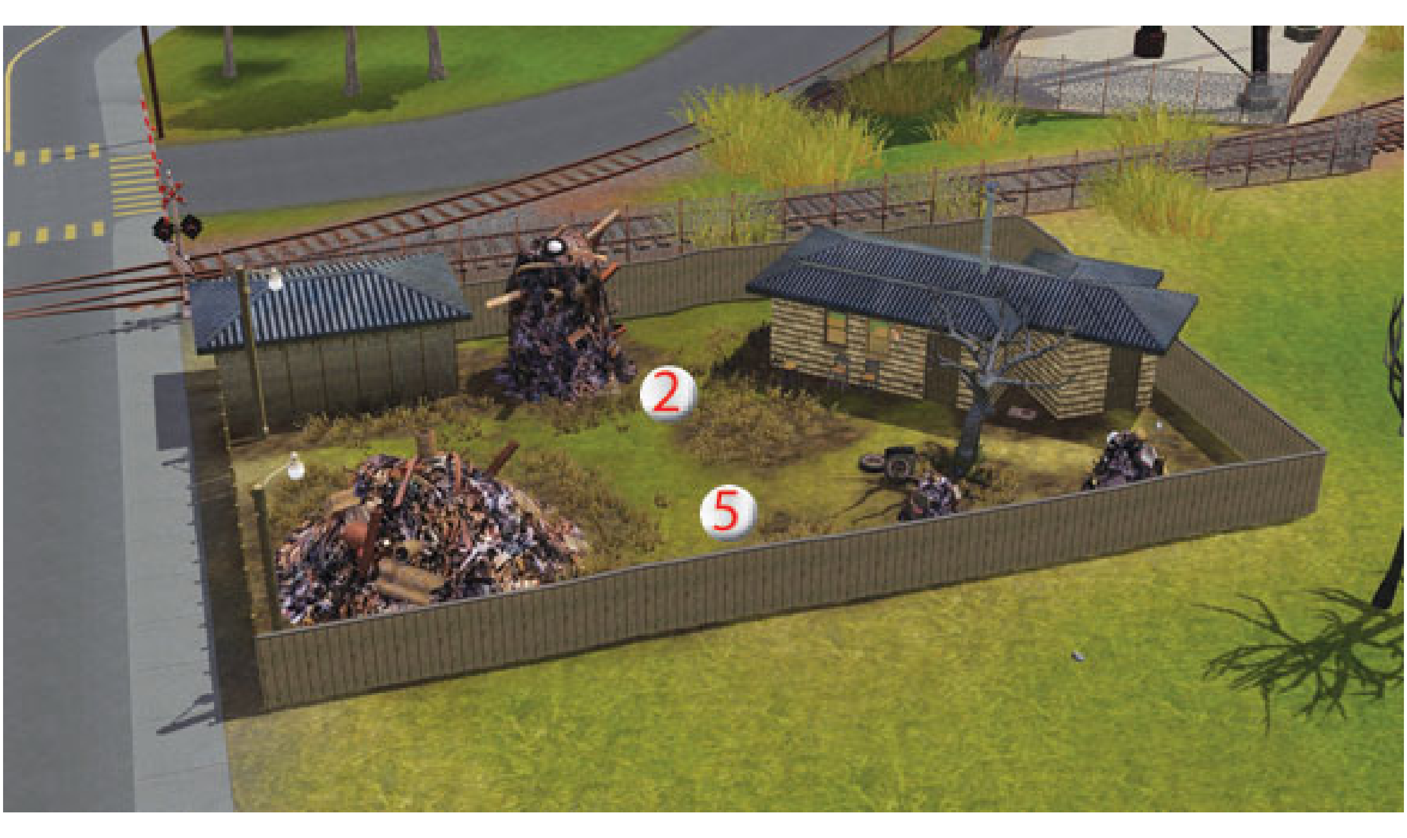
Scrap isn't the only thing Sims gather at a junkyard.

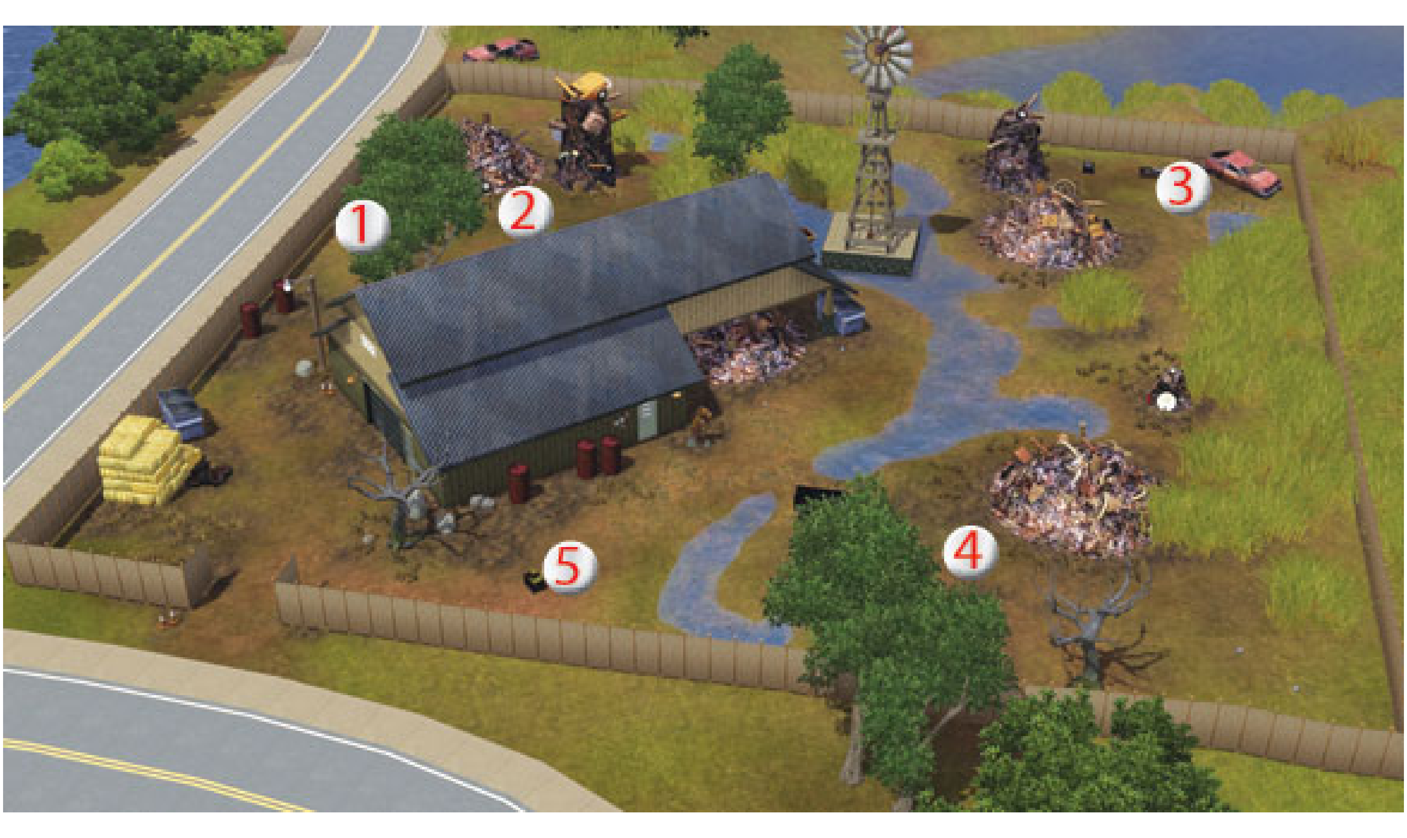
There is a chance your Sim will also find objects during each junkyard visit (per day) that can be fixed up and used on their lot. As you can imagine, this can save a household real Simoleons.

Those found objects, though, can also just be carted home and detonated for scrap.

There is a degree of randomness for the objects that appear in your neighborhood junkyard.

Use these maps of the two different sizes of junkyards to see where objects are likely to spawn and then reference the chart to see which objects could possibly appear.





Spawner

Spawner	Overall chance of spawning
1	40%
2	40%
3	60%
4	70%
5	40%

Spawner 1

Object	Chance of Spawning
Swish Dishwasher	Medium
Primo Deluxe Dishwasher	Low
Crazy Grady's Trash Compactor	Medium
SimmerChar Dual-State Stove	Medium
Cowpoke Stove	Low
Carnivore XL	Medium
Barbe-Cute	Low
Le Dryer du Clunk	Medium
The Clothing Dehydrator	Low
Fortune Cookie Maker (World Adventures)	Medium

Spawner 2

Object	Chance of Spawning
Channel Trowler 27" Deluxe TV	Medium
Old Timey Tele	High
UberVision Panoramic from Landgraab Industries	Low
36" HiFi Plasmondo TV from Landgraab Industries	Low
Audio Lite by LoFi Audio	High
18 Disc Stereo System from Albacore Audio	Medium
85g Audio Explosion from Landgraab Industries	Low
998 Table TopTopia Phone	High
Maxoid Game Simulator	Medium
The Exercise Queen	Low

Spawner 3

Object	Chance of Spawning
Tabla del Extremo	Low
Quaint Quality Table	Low
Chaible	Low
Table de Bistro	Low
The Larger Mission Coffee Table by Lulu Designs	Low
Case Closed Coffee Table	Low
Royal Francois End Table	Low
Style Town Dining Table	Low
Sunup Breakfast Table	Low
Classically Tasteful Literature Shelving	Low
21st Century Library Bookshelf	Low
Shelves del Libro	Low
Bookshelf Revisited	Low

Spawner 4

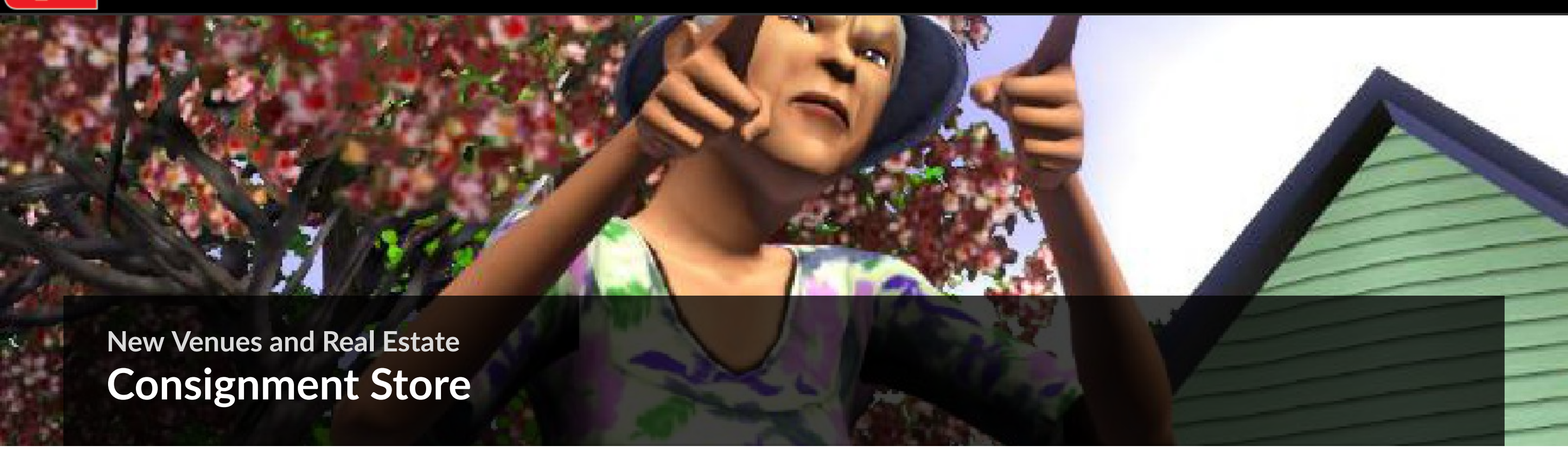
Object	Chance of Spawning
The Cozinator 450	High
Swank Living Room Chair	High
Rafkin's Dining Chair	High
Mount of Comfort Dining Chair	High
Wellness Dining Chair	High
Passable Mission Chair	High
Lazy Lounger	High
The Savannah	High
The Exquisite Bistro Chair	High
Pete's Living Room Chair	High
Bracken Living Room Chair	High
The Plutonic Loveseat	Medium
El Sol Sofa	Medium
Community Bench	Medium
The Cuddler Loveseat	Medium
Patata del Sofa	Medium
Big Sky Country Couch	Medium
Sofa Sonata	Medium
Signs-of-Springs Bed	Low
The Slumber Saddle of Sleepnir by Dulac Industries	Low

Spawner 5

Object	Chance of Spawning
The Clothing Dehydrator	Low
UberVision Panoramic from Landgraab Industries	Low
85g Audio Explosion from Landgraab Industries	Low
Globe Sculpture	Medium
Medusa Victim	Low
Ambiguity Itself	Low
Smooth Slides Luxury Dresser	Medium
Homestead Dresser from McKraken Industries	Medium
Werkbunnst Stonewood Dresser	Medium
Kinder Kontainer	High
Rock-a-Baby Crib	Medium
Toy Pirate Chest	High
Roy Rock's Toy Box	High

Caution

Spawned objects in a junkyard do not last forever. Most unclaimed objects disappear within 48 hours.



New Venues and Real Estate

Consignment Store

Everybody loves a deal. At the consignment store, Sims can search for bargains on secondhand objects or things produced by creative Sims, such as inventions or paintings.

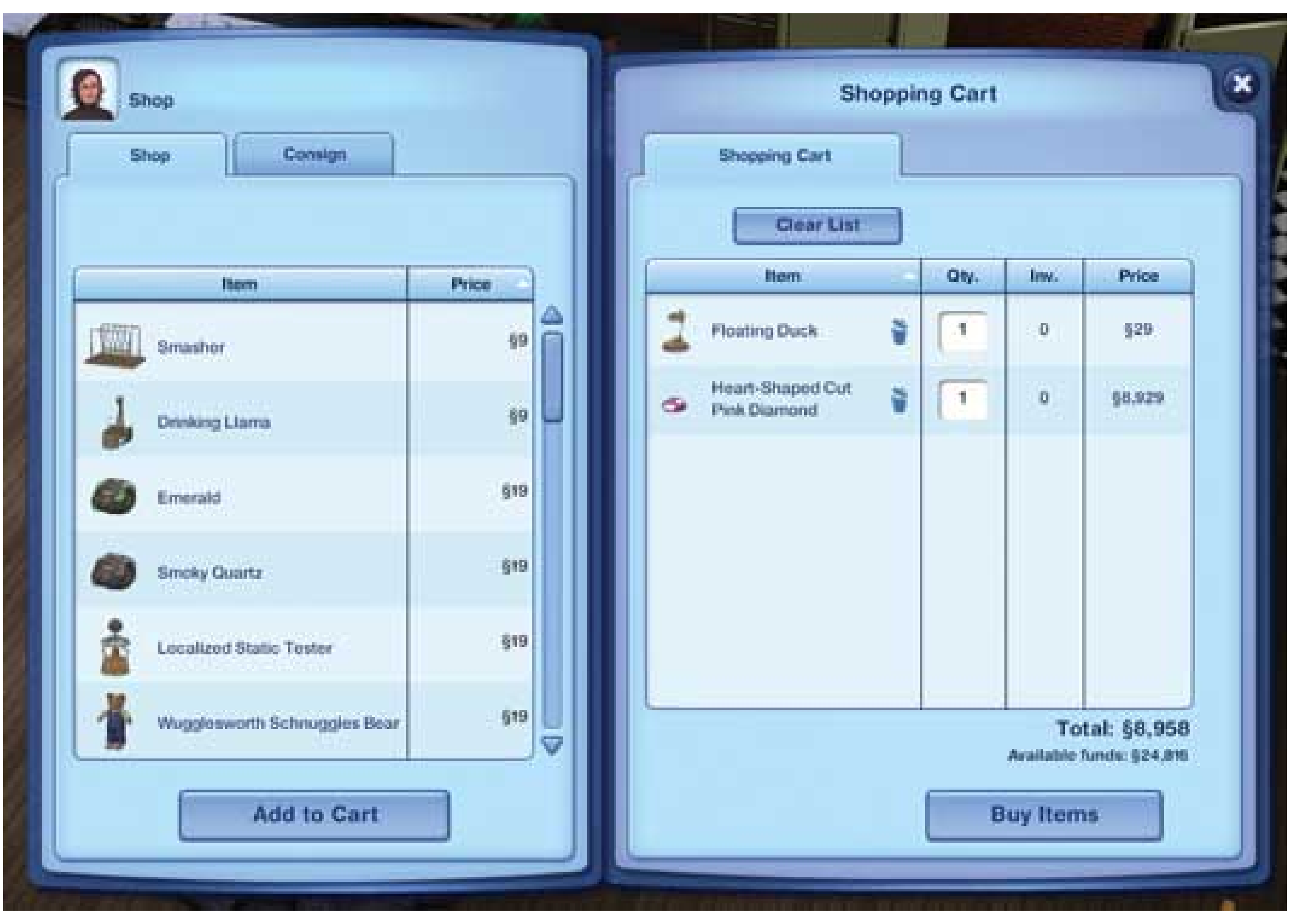
But the consignment store is not just a place to shop. Sims are encouraged to use it as a secondary source of income, especially if they pursue a lifestyle not aimed at following the traditional career ladder.

Primary Use

The consignment store is mainly a business where Sims can buy and sell goods. The store is loaded with shelves displaying objects.

However, to actually make a transaction, you must approach the register at the rear of the store, which gets the attention of the shop clerk.

The clerk then shows you which objects are available for sale and the prices. Just like any other store, you load up your cart and finalize the transaction.



Item	Price
Smasher	§9
Drinking Llama	§9
Emerald	§19
Smoky Quartz	§19
Localized Static Tester	§19
Wugglesworth Schnuggles Bear	§19

Item	Qty.	Inv.	Price
Floating Duck	1	0	§29
Heart-Shaped Cut Pink Diamond	1	0	§8,929

Total: §8,958
Available funds: §24,816

Buying objects at the consignment store

Tip

You can socialize with the clerk, too, which is a good way to satisfy the Social need for Sims going a little Stir Crazy from being cooped up at home, working on inventions.

Reputation and Deals

Each Sim may have multiple objects for sale at the consignment store. To sell an object, interact with the register and then select the object(s) you wish to put on sale.

Crafted objects may be placed on sale here-sculptures, paintings, inventions, books, and the like-as well as caught fish and grown harvestables.

If you have World Adventures, you may also sell photographs and bottles of nectar At the end of each day, the store will inform you which objects were sold. Objects lose a little value each day they are at the store:

Consignment Values

Days on sale at shop	Selling price
1	200%
2	170%
3	130%
4	110%
5	100%

Caution

If you keep selling the same objects over and over, prices drop and the clerk eventually informs you that customers are getting bored with your wares. At the end of the fifth day of non-sale, the object is returned to the owner.

The consignment store offers a hidden skill, as mentioned in New Simology. The more you sell objects at the consignment store, the better your reputation.

When Sims buy your goods and are happy with the sale, you earn a reputation bonus of 50 points. The better your reputation, the smaller the percentage the shop keeps for each sale.

At first, the shop retains 15 percent of the sale price. Here are the reputation levels and their effect on the store percentage:

Reputation	Store Fee
200	10%
4000	5%
8000	0%

Three additional situations affect your performance at the consignment store:

Sims with the Born Salesperson trait build their reputation faster and sell items for more Simoleons.

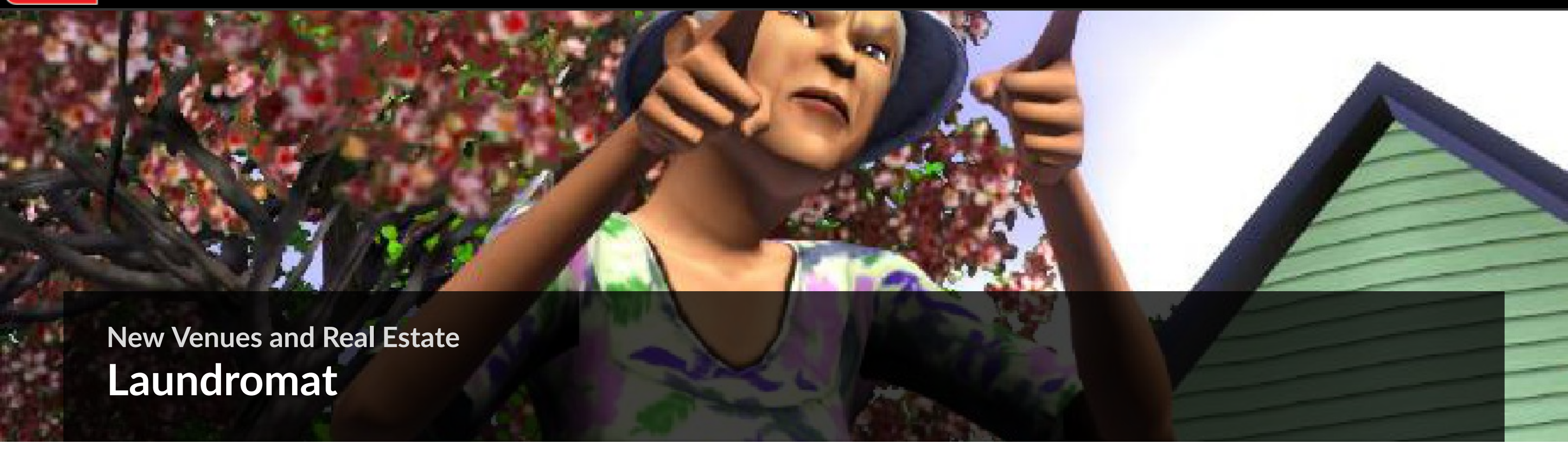
Sims who have purchased the Suave Seller Lifetime Reward sell their goods for more at the consignment store.

Satisfying the hidden requirements of consignment store Skill Challenges also increases your Sim's performance.

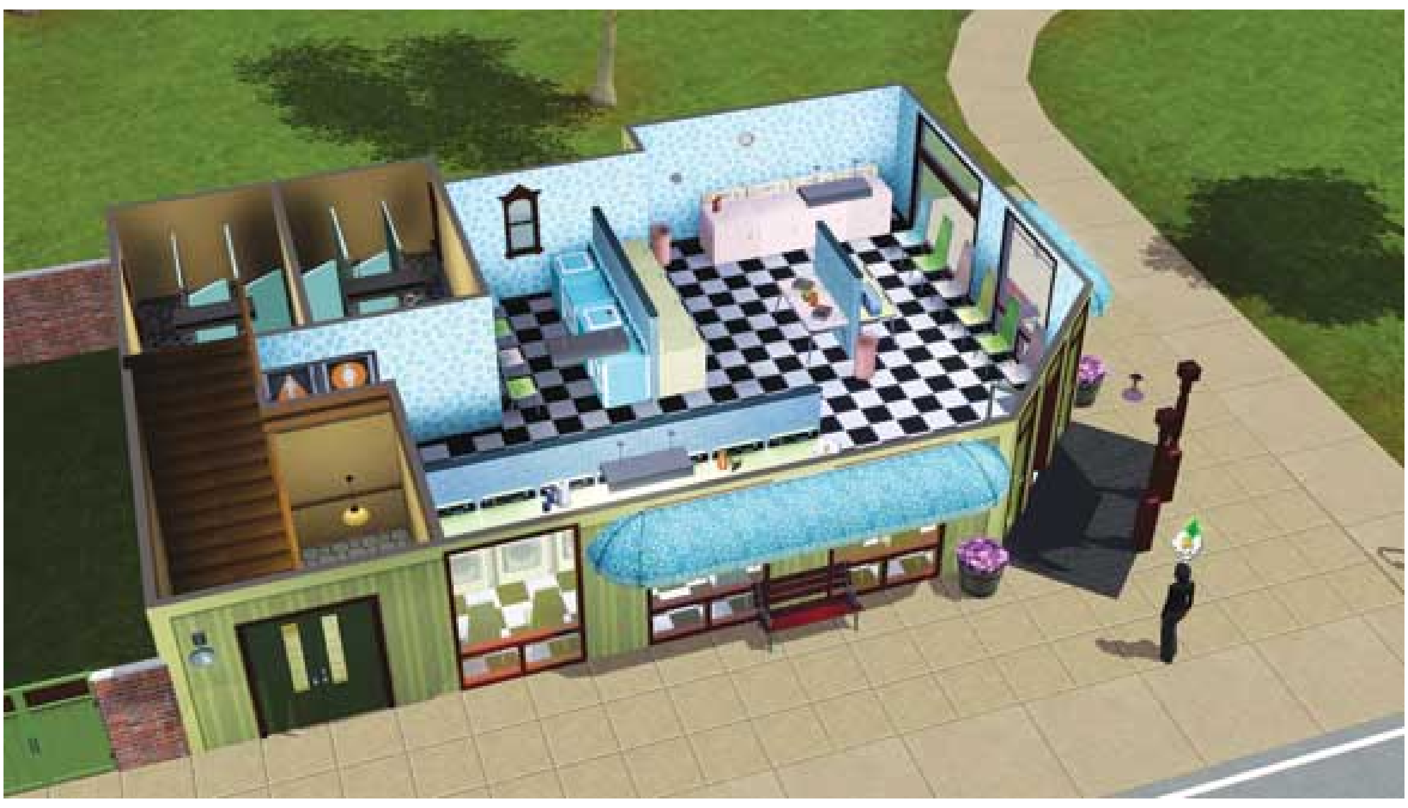
Selling 150 objects awards the Consignment Store Sales title, giving your Sims an extra 15 percent chance of selling their objects.

Selling §25,000 worth of objects awards the Consignment Profit title, which lowers the store fee by 15 percent.

Earning 8,000 reputation bonus points awards the Consignment Store Reputation title, giving your Sims an extra 15 percent chance of selling their objects.



Laundromat



One of the new features in Ambitions is laundry. Sims like clean clothes—a fresh shirt puts them in a great mood.

Because washers and dryers are expensive, every town has a laundromat where Sims can use community equipment for §35 per load in the cheaper washing machines and §60 in the expensive machines.

Primary Use

The laundromat is there so Sims can launder clothes without having to purchase expensive objects for their own lot or deal with the noise from them, which disturbs other Sims in the household.

But there's more going on at the laundromat than clean pants. The laundromat is a wonderful place to socialize with other Sims.

Tip

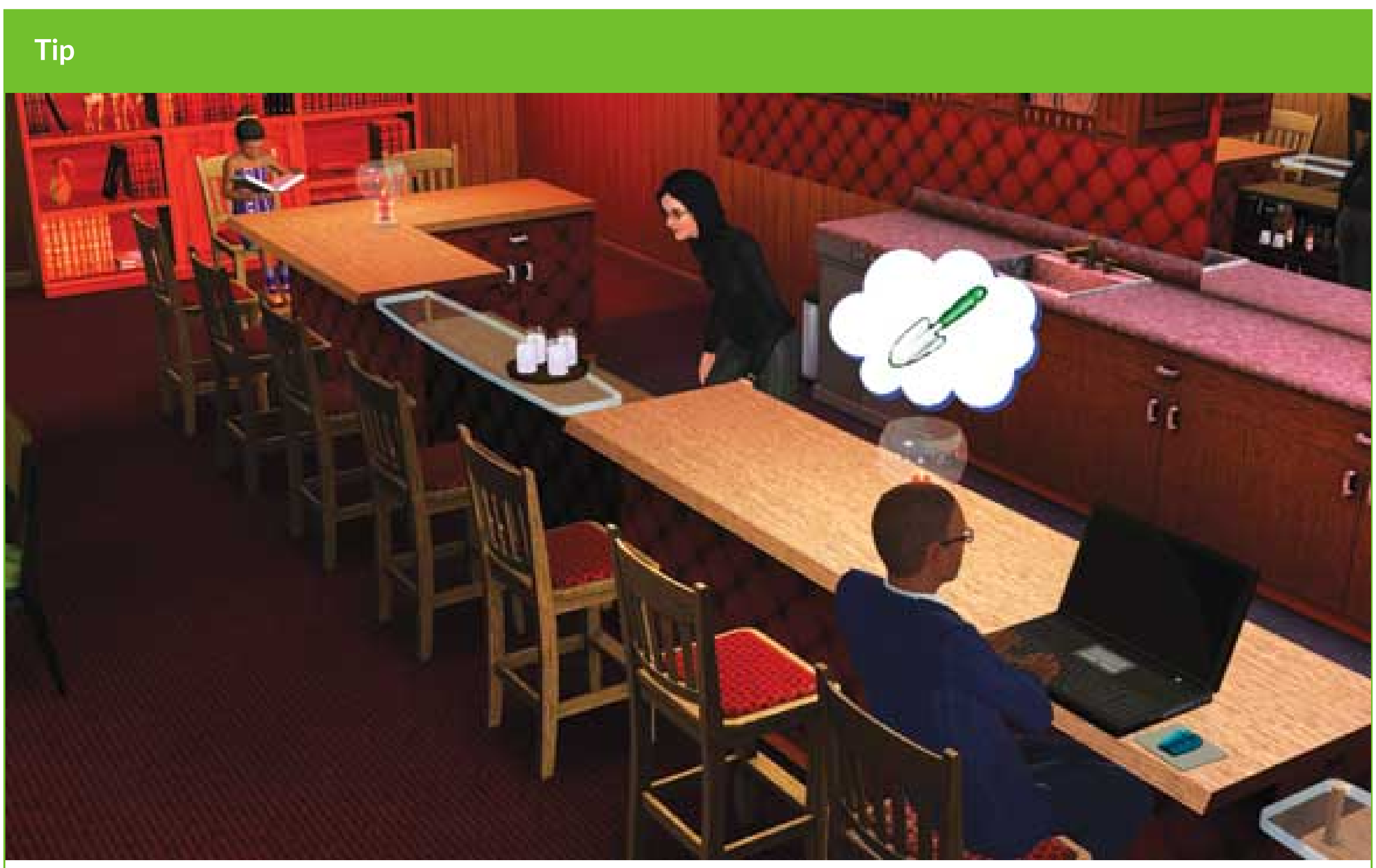
If your Sim loves music, then turn on the community stereo at the laundromat so he or she gets a moodlet boost for listening to music while socializing or washing clothes.

While using the laundromat, there are a few things to keep tabs on. Normally, Sims cannot take other folks' clothes while machines are in use.

However, klepto Sims get a kick out of stealing other Sims' clothes and Evil Sims like to take wet clothes from a finished washing machine cycle and just toss them on the floor.

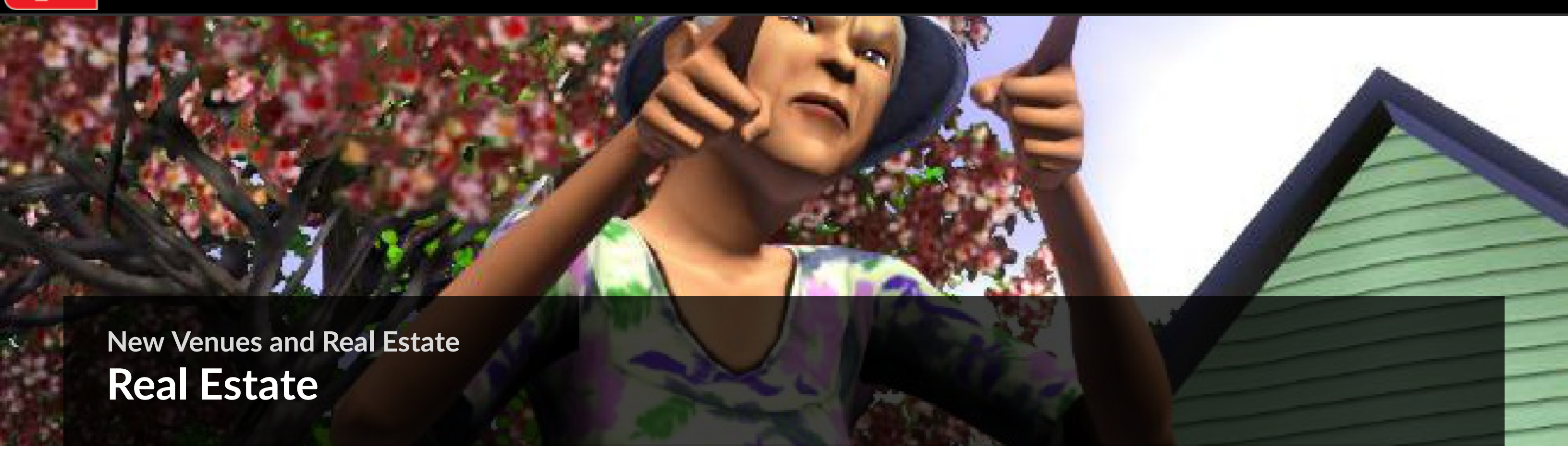
If your Sim has either of these traits, then there's an extra bit of fun to be had at the new laundromat.

Tip



Neighborhoods also have new hangouts, like the Red Rendezvous in Twinbrook. Sims go these places to socialize, enjoy beverages, and listen to music.

If you have a social Sim, be sure to check out the local hangout. Find a full description of the Red Rendezvous in the Tour of Twinbrook chapter.



New Venues and Real Estate

Real Estate

Careers and producing objects are not the only sources of income in your neighborhood. Smart investors can generate a healthy household income through real estate investments.

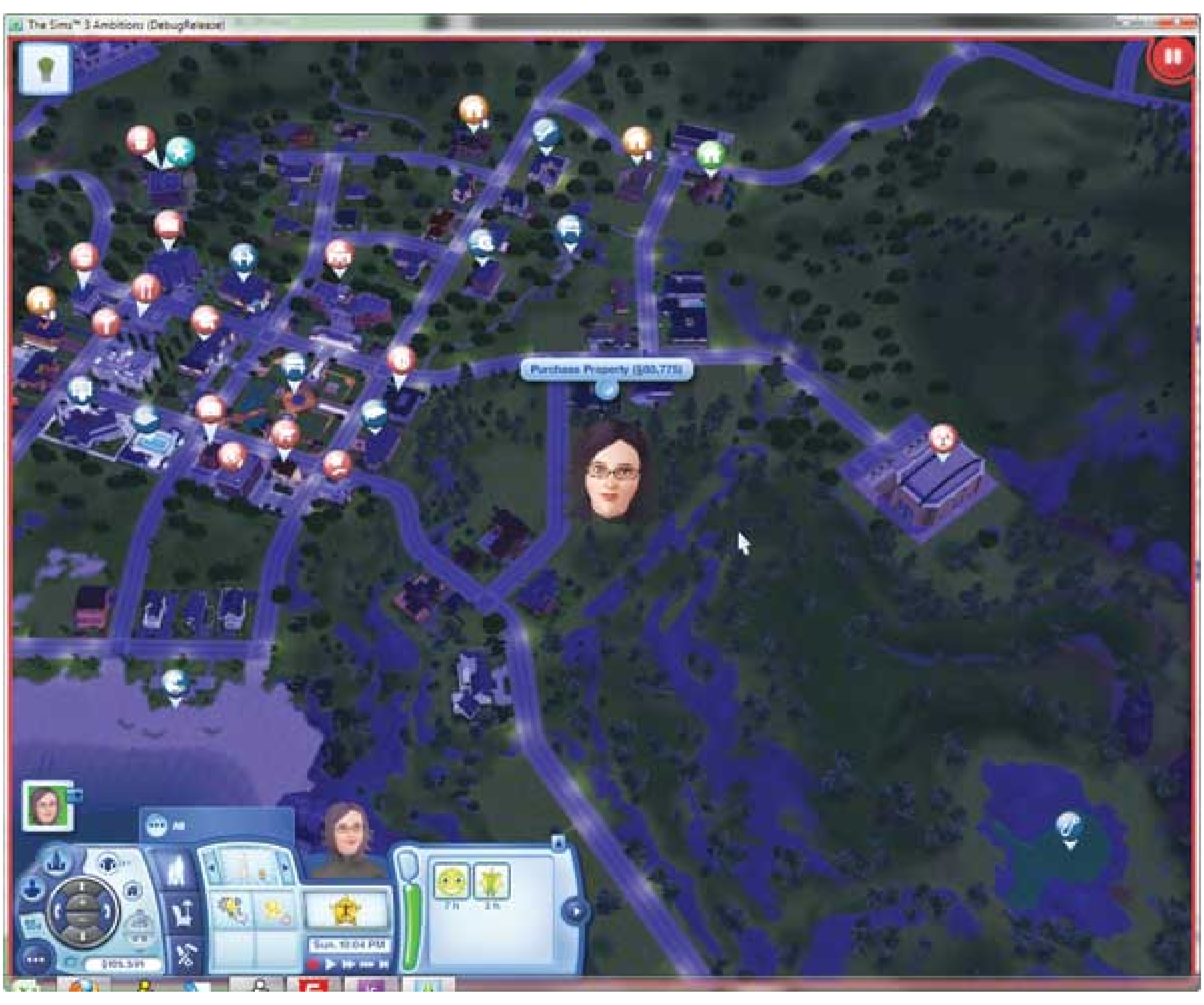
Almost all venues in a town can now be purchased and upgraded. As a result of the investment, the household owning the lot is given a weekly payment.

The more you invest in a property via upgrades, the more you make per week.

Note

Real estate in Ambitions is built upon the basic investment system from The Sims 3. You may invest in all of the same properties, but also on additional lots and venues, such as fishing holes.

How It Works


The Sims™ 3 Ambitions (DebugRelease)
Purchase Property ($35,775)

To invest in a purchasable venue, choose the Purchase interaction on the establishment from the town map. The base price of the venue is displayed, which must be paid to acquire the venue.

There is no payment plan for investing in real estate. Once you've bought a venue and been awarded the deed, you may name the venue anything you wish.

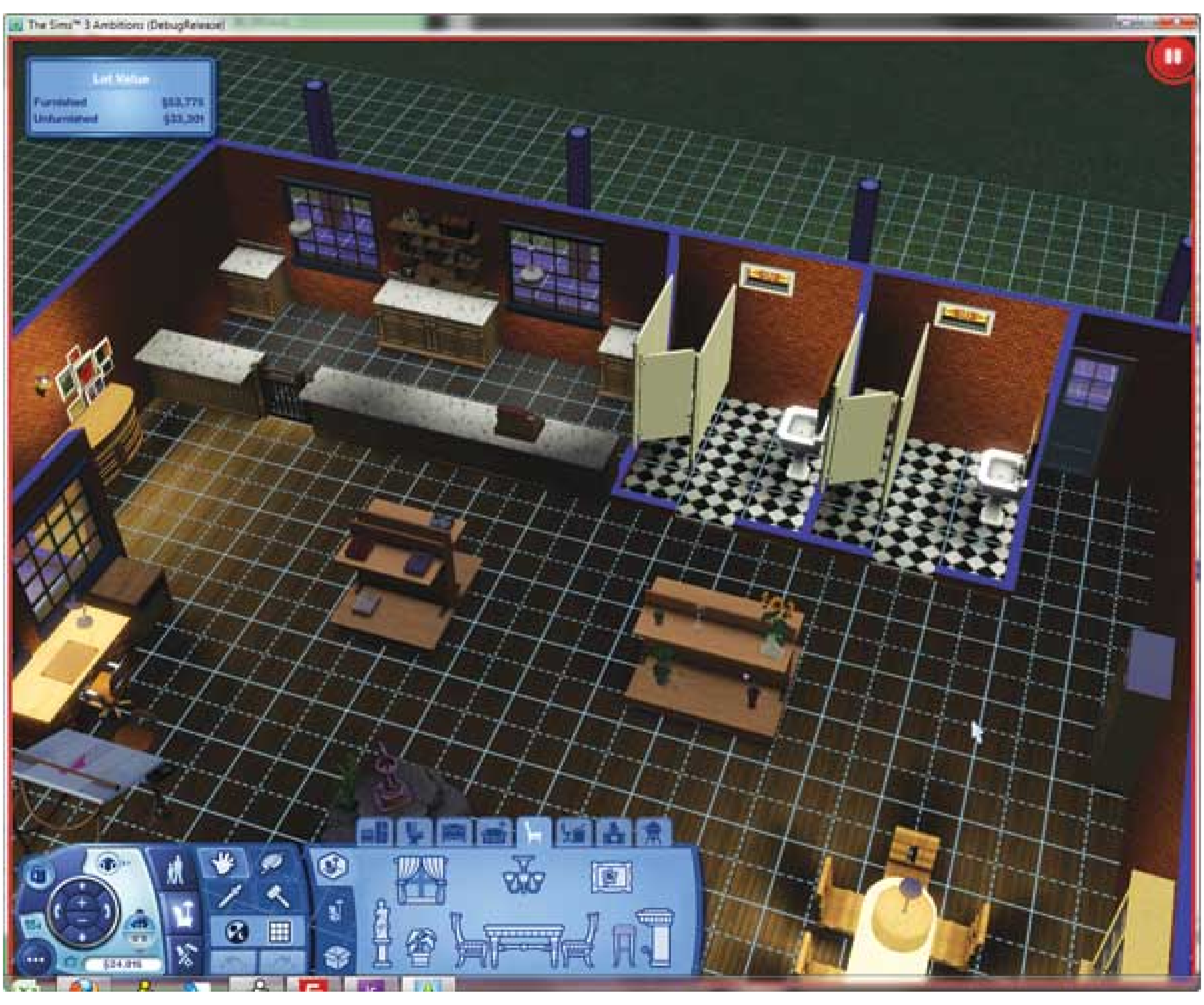
Tip

Use the Check Real Estate interaction on a computer to monitor your investments. This lets you monitor your investments as well as spot open opportunities to buy additional venues. You may also track venue upgrades here.

You may also use Build Mode to create a venue from the ground up. However, you cannot just erect four walls, drop in a treadmill, call it a gym, and then expect a weekly payment.

You must meet a level 1 set of requirements. These are your upgrades, which are also essential for maintaining the operation of purchased existing venues.

Upgrades allow you to improve an establishment, which in turn pays out more Simoleons.



In Buy Mode, you may install new objects at a customizable venue (a venue where your Sim is still visible after entering—you cannot upgrade the diner, for example) to raise its overall value.

In the tables below, we detail the exact object/equipment required to maintain the lowest level of a venue as well as what objects are required to improve it to level 3, the top level of value.

Note

By gutting an existing venue and replacing its objects with those needed for a different business, you can turn many community lots into different venues. You could turn a gym into a museum, if you really put your heart into it.

Tip

If you have installed World Adventures, you may also now invest in the dojo and garden in China and the nectary in France.

Investment Tables

Base Price: This is the initial cost of the venue investment.

Weekly Incomes: These is how much the venue pays back to the owner per week.

Required Values: This is the required value for each tier of venue quality.

Required Objects: These are the required objects to move up to the designated tier.

Real Estate Values

Venue	Base Price	Weekly Income (Tier 1)	Weekly Income (Tier 2)	Weekly Income (Tier 3)	Required Value (Tier 1)	Required Value (Tier 2)	Required Value (Tier 3)	Required Objects (Tier 1)	Required Objects (Tier 2)	Required Objects (Tier 3)
Fishing Spot	10000	1000	1850	3650	10000	15000	23000		Picnic Table (1)	Picnic Table (2), Toilet (1), Sink (1)
Park	12000	1250	2300	4600	12000	18000	28000	PicnicTable (1), Grill (1), Sink (1), Toilet (1)	Swing Set (1), Picnic Table (3), Sink (2), Toilet (2), Grill (2)	Swing Set (2), Picnic Table (4), Grill (4), Sink (2), Toilet (2)
Beach	15000	1650	3000	5850	15000	22000	34000		Outdoor Lounge Chair (3), Picnic Table (1), Grill (1)	Outdoor Lounge Chair (5), Picnic Table (2), Grill (2), Sink (1), Toilet (1)
Graveyard	25000	2650	4600	9000	25000	35000	55000	Mausoleum (1)	Mausoleum (1)	Mausoleum (2)
Pool	30000	3330	5800	11000	30000	42000	67000	Pool Ladder (1), Outdoor Lounge Chair (1), Sink (1), Toilet (1)	Pool Ladder (2), Outdoor Lounge Chair (3), Sink (2), Toilet (2)	Pool Ladder (3), Outdoor Lounge Chair (6), Sink (2), Toilet (2)
Library	35000	4000	7,00	13250	35000	50000	80000	Sink (1), Toilet (1), Bookshelf (3), Desk (1)	Sink (2), Toilet (2), Bookshelf (6), Desk (2)	Sink (2), Toilet (2), Bookshelf (12), Desk (4), Child Toy (1), Toddler Toy (1)
Hangout	50000	5800	12750	25000	50000	85000	155000	Sink (1), Toilet (1)	Sink (2), Toilet (2)	Sink (2), Toilet (2)
Gym	70000	8250	17000	31000	70000	110000	190000	Sink (2), Toilet (2), Exercise Machine (2), Stereo (1), Bath or Shower (2)	Sink (4), Toilet (4), Exercise Machine (6), Stereo (2), Bath or Shower (4)	Sink (4), Toilet (4), Exercise Machine (8), Stereo (2), Bath or Shower (4)
Art Gallery/Museum	80000	9500	20000	36500	80000	130000	220000	Sink (1), Toilet (1), Painting or Sculpture (4)	Sink (2), Toilet (2), Painting or Sculpture (8)	Sink (2), Toilet (2), Painting or Sculpture (16)
Junkyard	9000	900	1600	3400	9000	13000	20000	Junk Pile (1)	Junk Pile (2)	Junk Pile (3)
Laundromat	11000	1100	2000	4300	11000	16500	25500	Washer (2), Dryer (2), Sink (1), Toilet (1)	Washer (4), Dryer (4), Sink (2), Toilet (2)	Washer (6), Dryer (6), Sink (2), Toilet (2)
Consignment Store	27000	2750	4750	10000	27000	38500	61500	Consignment Register (1)	Consignment Register (1), Toilet (1), Sink (1)	Consignment Register (1), Sink (2), Toilet (2)

If World Adventures is Installed

Venue	Base Price	Weekly Income (Tier 1)	Weekly Income (Tier 2)	Weekly Income (Tier 3)	Required Value (Tier 1)	Required Value (Tier 2)	Required Value (Tier 3)
Chinese Garden	32500	3400	6250	12500	32500	46500	74000
Dojo	37500	4000	7300	14750	37500	53500	86000
Nectary	75000	9000	18750	35000	75000	120000	205000

Tour of Twinbrook

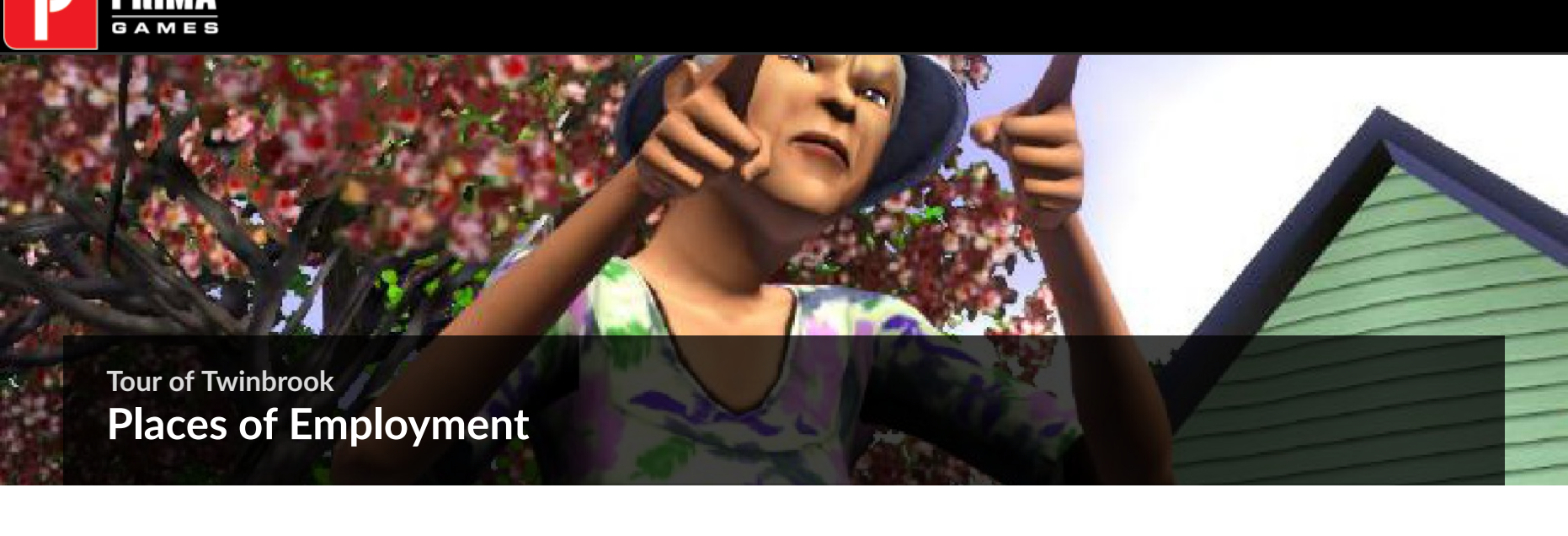
City Living

Taken from the Twinbrook Chamber of Commerce brochure: "In its heyday, Twinbrook was a small industrial town at the mouth of the Simislaus creeks.

Years later, the dam was built and it changed everything for the town.

Now, with an influx of professionals, artists, and inventors living around the Sim-made lake, Twinbrook is experiencing a rebirth.

How will life in this eclectic community turn out?"



Tour of Twinbrook

Places of Employment

Many of the places you visit to land a career (both the new professions and the traditional careers) also offer special events or classes.

The areas around these facilities are interesting to explore, too, because you can meet new Sims and collect cool objects such as seeds and butterflies.

When opportunities arise, many of these locations will get new interactions specific to the corresponding opportunity, such as attending an athletic event or donating something to science.

Bachelor Stadium

Interactions

Join Professional Sports Career

Attend Athletic Class

Attend Game

Attend Concert

Bachelor Stadium is the go-to place in Twinbrook for Sims pursuing the Professional Sports career. As Sims work their way up from a towel holder to a superstar, they report to this waterfront stadium on a near-daily basis.

However, the stadium hosts more than the Professional Sports career. Sims who want to pursue the Athletic skill can get off to rocking start by taking the Athletic class here.

Professional sporting events also unfold at the stadium, which result in big mood boosts for Sims. Concerts at the stadium also boost mood, especially if the attending Sims like music.

Note

If a concert or game is grayed out, the event is in session and cannot be attended.

Tip

Keep an eye on the morning paper to see which classes at any venue are discounted that day. Save those Simoleons!

Burton's Boxcar Diner

Interactions

Join Culinary Career

Attend Cooking Class

Eat Here (prices vary)

Get Drinks (prices vary)

Not every dining experience has to be formal. Sometimes, Sims just want to elbow up to the counter and dig into some good ol' diner grub. Burton's Boxcar Diner is just the spot for cheaper eats than those found at the Little Corsican Bistro.

And eating at Burton's still gives your Sims a nice mood boost. Burton's is also where food-minded Sims can take a Cooking class or dive into the Culinary career. There is no difference between Burton's and the Little Corsican Bistro for the class or career structure.

City Hall

Interactions

Join Political Career

Attend Charisma Class

Tour City Hall

City Hall is a huge feature in Twinbrook. Here, Sims can begin career in politics and also seek out the Charisma class, which will make them more effective at socialization.

City Hall tours are a source of fun for Sims, too, and help satisfy the Social need. Sims earning medals for career achievements (more on this in the Careers chapter) go to City Hall for their accolades.

Tip

Even if you do not want to devote serious time to the Charisma skill, taking this class is a good start for making your Sims more adept at socialization. Charisma unlocks a few new socials, which help with important relationship-building (and saving!).

Drea's Salon and Tattoo

Interactions

Join Stylist Career

Get Makeover

Makeover Self

Get Tattoo

Twinbrook's local salon is Drea's. Here, Sims interested in cosmetics and fashion come to try the new Stylist career.

The salon is equipped with styling stations and tattoo chairs so any Sim can dive into Create a Sim again to adjust physical appearances.

For more on this location, check out the New Venues and Real Estate chapter and the Careers chapter.

Fire Department

Interactions

Join Firefighter Career

Maintain Equipment

The Fire Department is where Sims go to apply for the all-new Firefighter career. The local fire house is a busy site, as many Sims are employed by the Fire Department to address the growing concern of fire outbreaks in Twinbrook.

Though the Firefighter career takes Sims away from the actual Fire Department when attending to an emergency, Firefighters still spend a decent amount of time here.

Maintaining equipment like alarms and the fire engine are big parts of the job. But there is much more on-site, too, such as Sims to socialize with, exercise equipment for getting buff, a kitchen for easy-access eats, and even a workstation for practicing the Inventing skill.

Tip

The Twinbrook Fire Department also has a trampoline, which is a fantastic stress-reducer. Jump alone or with other Sims to have fun, build relationships, and see some cool acrobatic moves.

High Products Business Building

Interactions

Join Business Career

Join Journalism Career

Attend Writing Class

The High Products Business building is the first stop for Sims interested in either the Business or Journalism career. Titans of industry and star news anchors rub elbows here, making it a fun melting pot of talent.

Many opportunities bring Sims to this business park, which also hosts classes in the Writing skill. To speedily develop the trait, come here and enroll.

Llama Corp. Shipping Company

Interactions

Join Criminal Career

Raid Warehouse (Special Agents only)

The Llama Corp. Shipping Company looks like an unassuming warehouse. Nothing sinister going on here, right? False. This is where Sims interested in a life of crime report, ready to take their marching orders from the big boss of the Twinbrook crime family.

The warehouse is not only the career stop for criminals. Sims in the Law Enforcement and Investigator careers also visit the warehouse, hoping to shine a light on Twinbrook's seedy underbelly.

Tip

Once a Sim initiates a life of crime, burglars no longer threaten his or her house.

Little Corsican Bistro

Interactions

Join Culinary Career

Attend Cooking Class Eat Here (prices vary) Get Drinks (prices vary) Eat Outside (prices vary)

The Little Corsican Bistro is one of two eateries in Twinbrook where Culinary careers can be launched. If your Sim has the gift of cooking, then this is a great place to make a living.

But even if you don't saunter through the front doors with a Natural Cook trait on your resume, the Cooking classes here are sure to help develop this skill.

Tip

When you dine at the Little Corsican, stay for dessert to get a big mood boost!

Note

You automatically change into your formal wear if you choose to wine and/or dine at the Little Corsican Bistro.

Cooking at home may not give you the mood boost of dining out, but it will sure save Simoleons.

Police Department

Interactions

Join Law Enforcement Career

Join Investigator Career

The Police Department isn't much of a tourist-friendly place. In fact, the only things to do at this location are join the Law Enforcement career track (and then report back if you indeed accept the badge) or accept the new Investigator gig.

For more on each of these careers, please see the Careers chapter.

Note

The jail, for Criminal Sims who get caught, is inside the building.

Science Facility

Interactions

Join Science Career

Join Ghost Hunter Career

Attend Gardening Class

Attend Logic Class

Attend Inventing Class

Tour Science Lab

Donate Insects to Science

Donate Ghosts to Science

The science facility is the jumping off point for two careers: Science and Ghost Hunter. Ghost Hunters do not report here regularly like Sims in the traditional Science career—they are too busy helping residents rid their homes of pesky spirits.

However, Ghost Hunters can return to the facility to sell ghosts caught while on the job. This is a great way to pocket some extra Simoleons. And while you're here, sell some of the insects you've caught while exploring Twinbrook.

The science facility also offers several skill classes: Gardening, Logic, and the new Inventing. Use these classes to start skills or advance them.

Sims in Arms Military Base

Interactions

Join Military Career

Attend Handiness Class

Tour Base

Report for duty at the Sims in Arms Military Base. The main reason for visiting the base is to join the ranks of Twinbrook's bravest, but any Sim tired of paying for repairs can come here and enroll in the Handiness class.

Your Sims will get started in the art of tinkering, which can be a real money-saver once the skill has been developed. The military base accepts visitors, too. Just sign up for a tour to see Sims in Arms up close. Well, not too close.

Tip

The Handiness skill is also developed while you invent.

Stary Community School

Interactions

Join Educator Career

Attend Painting Class

Attend Sculpting Class

Go to School (for teens and children)

The Stary Community School offers two classes for creative Sims: Painting and Sculpting. Both of these skills can be learned by doing, though, so it may behoove you to wait until you are at level 2 or 3 and then come back to the school for an effortless level bump.

The school is also home to the new Educator career, which is not an profession like Ghost Hunter or Investigator, but still new to Ambitions. The Educator career is mapped out in the Careers chapter.

Younger Sims also report to the Stary Community School for their personal education, which is important to becoming a smart, well-rounded Sim.

Twinbrook Foundation Hospital

Interactions

Join Medical Career

The Twinbrook Foundation Hospital is where Sims who desire Medical careers go to ply their trade. This is not a place to tour and play, as there are no other options for citizen Sims at the hospital.

However, doctors will spend a lot of time at this venue working with patients, issuing vaccinations, and helping out at free health clinics.

However, when out and about, there is a good chance a Medical Sim will encounter random emergencies where their lifesaving skills are put to the test.

Wilsonoff Community Theatre

Interactions

Join Music Career

Attend Guitar Class

Tour Theatre

See Movie

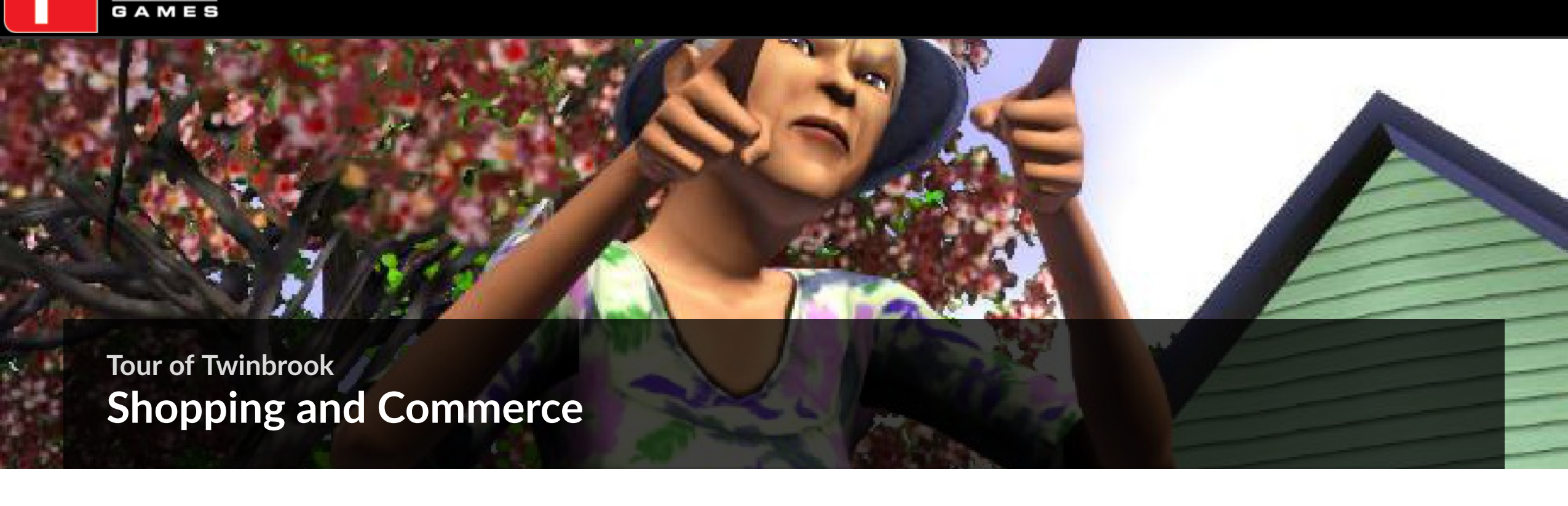
The Wilsonoff Community Theatre is the destination for Sims with a penchant for music.

Whether it is to launch a Music career that will eventually take you to super-stardom (maybe you can throw a concert at that stadium?) or just start noodling around on the five-string, this is one of the first places musicians should visit.

The theater also doubles as a movie house. Here, you can take in a film and enjoy a great entertainment boost that lasts for hours.

This is a relatively inexpensive way to get a mood boost, which can prove beneficial for performance at work the following day. You can also tour the theater to blow off a little steam.

However, if your Sims have no artsy genes, the tour will only leave them bored.



Tour of Twinbrook

Shopping and Commerce

Always Studious Bookstore

Interactions

Shop for Books (prices vary)

Get Part-Time Job

This bookstore sells a variety of books that fulfill a number of goals and provide great fun. The bookstore contains skill developing manuals that help with the growth of Cooking, Logic, Inventing, Fishing, and other talents.

The shop also sells recipes that expand the repertoire of cooking Sims, sheet music for Sims who love to play the guitar, and more.

> **Note**
>
> Teenagers in school and Sims with creative/artistic pursuits (such as sculpting or painting) that aren't compatible with a full-time job can also seek a part-time gig at the bookstore.
>
> For just a few hours a day, Sims can pull in some cash to keep the fridge stocked with food and books on the shelf.

Bookstore Inventory -- General

Title	Genre	Price
Point Farmer	Autobiography	$25
The Warlock of Palladia	Fantasy	$35
Where's Bella?	Children's	$40
The Adventures of Raymundo	Children's	$50
Murder in Pleasantview	Mystery	$65
A Magnetic Attraction	Trashy	$80
Commitment Issues	Drama	$130
Stragedy and other Messterpieces	Humor	$135
Zombies? Zombies1	Sci-Fi	$180
Totally Preggers: An Expectant Mother's Tale	Non-Fiction	$200
Abstract with Turkey	Fiction	$210
Unicorns for Audrey	Fantasy	$210
Exit at the Powell	Satire	$230
Gpod	Sci-Fi	$250
Baby Incoming: Preparing with Vigilance	Non-Fiction	$300
The Economy	Political Memoir	$310
How to Spin Plates	Non-Fiction	$360
Game of Thorns	Mystery	$405
The Crumplebottom Legacy	Historical	$480
I'm Still Cool	Humor	$535
Thunking	Fiction	$580
Llama Rights	Historical	$610
Special Snowflake	Romance	$705
On the Margins	Satire	$780
The Point of Pointilism	Non-Fiction	$875
No Expecting Much	Vaudeville	$940
The Noble History of Socks	Biography	$1,000

Bookstore Inventory -- Skill

Title	Skill	Level Required	Price
Logic Vol. 1: Knights Vs Bishops	Logic	0	$50
Cooking Vol. 1: Too Much Salt!	Cooking	0	$50
Handiness Vol. 1: Unplug It First!	Handiness	0	$50
Charisma Vol. 1: Fixing the Friend Problem	Charisma	0	$350
Gardening Vol. 1: The Watercan Chronicles	Gardening	0	$350
Charosima Vol. 2: Talking to Anyone	Charisma	3	$500
Gardening Vol. 2: Odor Free Fertilizer	Gardening	3	$500
Cooking Vol. 2: Why You Need Baking Soda	Cooking	3	$500
Logic Vol. 2: To Xor or Not to Xor	Logic	3	$500
Handiness Vol. 2: Turn Off the Water	Handiness	3	$500
Charosima Vol. 3: Becoming Irrestistable	Charisma	6	$750
Handiness Vol. 3: Puddles and Electricity Don't Mix	Handiness	6	$750
Gardening Vol. 3: Gardening to Riches	Gardening	6	$750
Cooking Vol. 3: Yummy and Delicious	Cooking	6	$750
Logic Vol. 3: 3.14159265	Logic	6	$750
Inventing Vol. 1: Nuts and Bolts	Inventing	0	$43
Inventing Vol. 2: Create and Detonate	Inventing	3	$430
Inventing Vol. 3: Inside the Robot Mind	Inventing	6	$645

Bookstore Inventory -- Sheet Music

Item	Level Required	Price
Yes Ma'am, I Do	5	$100
Flamenco Fever	6	$250
A Perfect Moment	7	$425
Improvise Here and Now	8	$600
Dream Escape	9	$1,400

Bookstore Inventory -- Childhood Development

Title	Price
Jimmy Sprocket and the Squishy Stone	$50
Bluish Eggs with a Side of Pastrami	$50
Counting for Those Who Cannot	$50
Fingering Painting 101	$50
Handprints of the Masters	$125
Jimmy Sprockey and the Chalice of Lichens	$125
Frank Im Not	$125
Oh the Destinations You'll Briefly Visit	$210
Don't Stay Within the Lines	$210
Jimmy Sprocket and the Escape from "Fun" Land	$210
Being Smart for Fun and Profit	

Bookstore Inventory -- Fishing

Title	Level Required	Price
The Wee Swimmers: Reeling Anchovy and Minnow	1	$100
The Whsikered Deep: Catfish and You	1	$200
Gilled Tragedy: Trout and Clownfish Baiting Techniques	3	$300
All That Glitters Is Goldfish	4	$400
Predators of the Deep: Piranha, Shark and Swordfish Tips	4	$600
Sushi Swimmers: How to Catch Tuna, Salmon and Blowfish	4	$700
Heavenly Delicacies: Hooking Angelfish and Lobster	6	$1,000
Binary Fishing and Analog Bait for Robot Fish	6	$1,600
Fishing for the Dead: Deathfish and Vampire Fish on the Line	7	$2,500

Bookstore Inventory -- Recipes

Recipe Name	Level Required	Price
Ratatouille	1	$25
Fish and Chips	3	$50
Cookies	3	$100
Fruit Parfait	4	$200
Cheesesteak	5	$300
Cobbler	6	$450
Eggs Machiavellian	7	$5,890
Tri-Tip Steak	8	$650
Stuffed Turkey	9	$800
Baked Angle Food Cake	10	$1,000
Ambrosia	10	$12,000

Grocery Grab Supermarket

Interactions

Shop for Groceries

Get Part-Time Job

Attend Fishing Class (§400)

Sell Harvestables

Sell Fish

Need to get some produce or meat for recipes or to use as bait when fishing? Then check out the Grocery Grab Supermarket. Here, Sims can shop for groceries and some housewares (like a rubber duckie).

Commerce goes both ways at the grocery store, though. Sims who grow fruits and vegetables can sell these here for profit. And Sims who like to put a hook in the water can also sell their haul to the shopkeeper for cash.

> **Note**
>
> The grocery is another place Sims can go for a part-time job in the evenings after school. There are no full-time jobs available at this location.

Supermarket Inventory - Produce

Item	Price
Tomato	$3
Lettuce	$3
Apple	$5
Grapes	$5
Onion	$8
Potato	$8
Lime	$11
Watermelon	$11
Bell Pepper	$15
Garlic	$18

Supermarket Inventory - Home

Item	Price
Birthday Cake	$30
Duckworth of Billington	$40
Mood-Lite Candle	$65
World's Brew Bubble Bath	$100

Supermarket Inventory - Fish

Item	Price
Anchovy	$5
Catfish	$6
Goldfish	$6
Rainbow Trout	$9
Tuna	$11
Salmon	$14
Black Goldfish	$16
Swordfish	$17
Lobster	$25

Supermarket Inventory - Meat and Cheese

Item	Price
Links	$8
Cheese	$8
Egg	$11
Patty	$24
Roast	$30
Steak	$30

Sharma Day Spa

Interactions

Get Part-Time Job as a Spa Specialist

Get Part-Time Job as a Receptionist

Get Massage: Quick Shiatsu Massage (§50)

Get Massage: Relaxing Swedish Massage (§250)

Get Massage: Deep Tissue (§50)

Get Facial: Mini-Facial (§50)

Get Facial: Mud Facial (§200)

Get Facial: Seaweed Facial (§500)

Body Treatments: Steam Bath (§250)

Body Treatments: Salt Scrub (§750)

Body Treatments: Volcanic Clay Bath (§1,500)

Salon: Manicure (§25)

Salon: Pedicure (§50)

Salon: Pedicure/Soak: (§100)

Packages: Great Escape (§1,000)

Packages: Relaxing Rendezvous (§3,000)

Packages: Soothing Salvation (max. price §7,500)

Sims like to be pampered and no place powders 'em up better than the Sharma Day Spa. At this day spa, Sims can come in for a variety of personal treatments, from massage to manicures.

Prices for these services range from §50 to §7,500, but you get what you pay for. The more expensive the service, the longer the effects last after the Sim leaves.

Moodlets from the day spa include benefits like Smooth Skin and Completely At Ease. These moodlets can last for days, too, giving you real bang for your buck.

The day spa offers two different part-time jobs. Sims can grab a few hours a day behind the receptionist's desk or slather healing mud on the well-to-do as a spa specialist. The pay isn't spectacular, but the hours are perfect for Sims with other pursuits.

> **Tip**
>
> Want to buy a Lifetime Reward but lack the Lifetime Happiness points? You can essentially buy them by getting day spa treatments that pop your Sim's mood into the bubble for an extended time.

Twinbrook Buy and Bargain Consignment Store

INTERACTIONS

Shop for Items

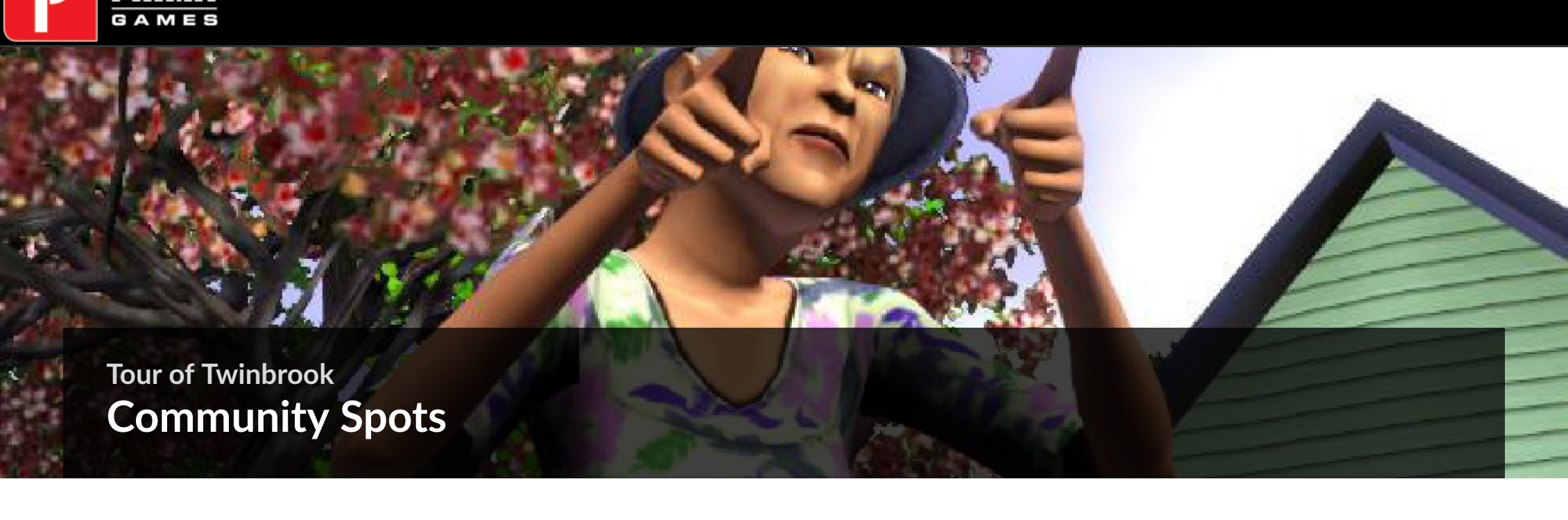
Cancel Consignments

The full use of the consignment store is detailed in the New Venues and Real Estate chapter, including charts of how items can hold or lose their value at the shop.

Sims should regularly visit the consignment store not just to sell goods, but also check the ever-changing inventory for new, exciting objects.

For example, you may find something as amazing as a Time Machine in stock. It takes inventors weeks to build their skill up to level 9 and create that, and you might just be lucky enough to find one sitting on the shelf.

Sell stuff you invent or sculpt at the consignment store for the chance at a big Simoleon payout.



Tour of Twinbrook

Community Spots

Twinbrook has many community lots that allow Sims to pursue to new activities or activities that require equipment too expensive to have at home at first, such as exercise machines at the gym or a computer at the library.

Another benefit to visiting these community spots is meeting Sims. These locations can get pretty busy, giving you ample opportunities to socialize and meet your neighbors. If your Sim thirsts for socialization, be sure to hit up these spots.

Cleanesque Laundromat

Main Interactions

Do Laundry

Dry Clothing

In the New Venues and Real Estate chapter, we described the general use of the new laundromat location. In Twinbrook, the laundromat is an excellent place socialize as well as do laundry.

The Cleanesque Laundromat has a few rows of washers and dryers, so you can always do your laundry without waiting. The facility also has a bathroom and a common area for visiting and enjoying music.

After dropping clothes in the machine, why not chat up that fellow around the corner?

Tip

If you decide to try your hand at real estate, note that the second floor of the Cleanesque Laundromat is empty. Use this blank canvas to upgrade the facility or even build something new.

Curios Memorial Museum

Main Interactions

View

The Curios Memorial Museum is a good spot for art-loving Sims to admire works from great talents. The museum charges no admission fee, so Sims can view art and enjoy the mood benefits without dropping a single Simoleon.

There may not be a lot to do here outside of viewing art or coming back during specific opportunities, but art-loving Sims will find others with similar interests here.

Who knows, your Sim may lock eyes with the love of her life when looking up from a fascinating sculpture.

Ivy Hill Graveyard

Main Interactions

Get Part-Time Job

Tour Mausoleum

Explore Catacombs

Mourn

Sims who have gone before are buried at the graveyard. The chief purpose of this community spot is to mourn the dead, but there are plenty of other interactions available among the tombstones and grave markers.

There are statues to admire and plenty of trees, so a Loves the Outdoors Sim will get great pleasure from being here.

Note

Sims can also seek part-time work at the cemetery.

The central feature is the mausoleum. This imposing structure houses more of the dead. Touring the mausoleum can be educational for some Sims.

The option to explore the catacombs below the graveyard is a source of excitement for Brave Sims.

Sims without the Brave trait risk getting the Horrified moodlet, which is devastating to their overall mood for several hours.

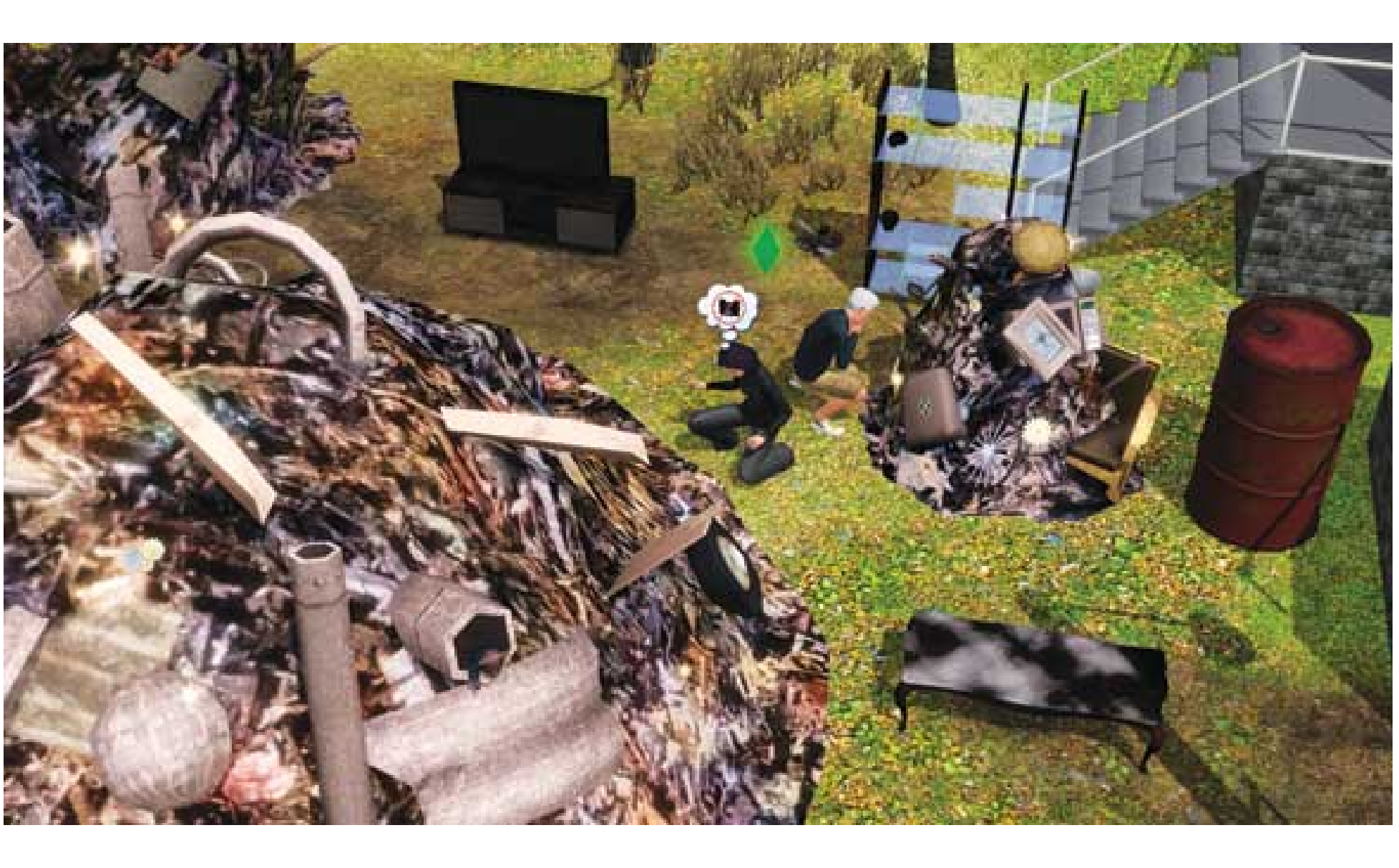
Juan's Pick 'n Pull & Bayless Memorial Junkyard

Main Interactions

Collect Scrap

There are two junkyards in Twinbrook: Juan's Pick 'n Pull and the Bayless Memorial Junkyard. Bayless is the larger of the two, so it has more junkyard spawners and scrap piles to rummage through.

Be sure to investigate the New Venues and Real Estate chapter for more information on the junkyards, including tables that reveal which objects you have a chance of finding at each location.



Visit junkyards often. You never know what you might find, like a big-screen TV to either repair or detonate for scrap.

Lakeside Community Library

Main Interactions

Read

View

Use Computer

The Lakeside Community Library is open to all and free of charge. The library is stacked with hundreds of books, so your Sim is bound to find something of interest here to flip through and just relax.

The library is also a social hot spot, especially for Sims with the Bookworm trait. It is common to bump into another Sim with similar interests at the library.

The library also has computers for Sims who don't have one at home (for space or money reasons), and any computer activity you could do from home—like chat, play games, and check real estate—can be done from a library computer.

The Red Rendezvous

Main Interactions

Prepare Beverage

The Red Rendezvous is the social epicenter of Twinbrook. At this club, Sims can come to enjoy music, socialize, have a beverage, and just unwind.

There are plenty of places to sit and just listen to music from the stereo or a Sim with a talent for the guitar. (Sims with the Guitar skill should definitely play the Red Rendezvous for tips.)

If your Sim's Social need is in the red, a trip to the Red Rendezvous is a sure remedy.

Twinbrook Community Gardens

Main Interactions

Plant Seed

Water Harvestable

Harvest

Not every Sim has space to start a garden, so the community gardens are perfect for working out the ol' green thumb. Sims who want to develop the Gardening skill are welcome to dig around in the dirt, plant seeds, and raise harvestables to full size.

The garden is not stocked with any rare or exotic plants such as Flame Fruit or Money Trees at first. You must cultivate those on your own.

The community garden is also a good place to socialize. Chances are good that Sims at the garden Love the Outdoors or are growing harvestables, giving you something to talk about right away.

The community garden has just basic harvestables like tomatoes and lettuce... at first.

Tip

Look for fellow Eco-Friendly Sims at the Twinbrook Community Garden!

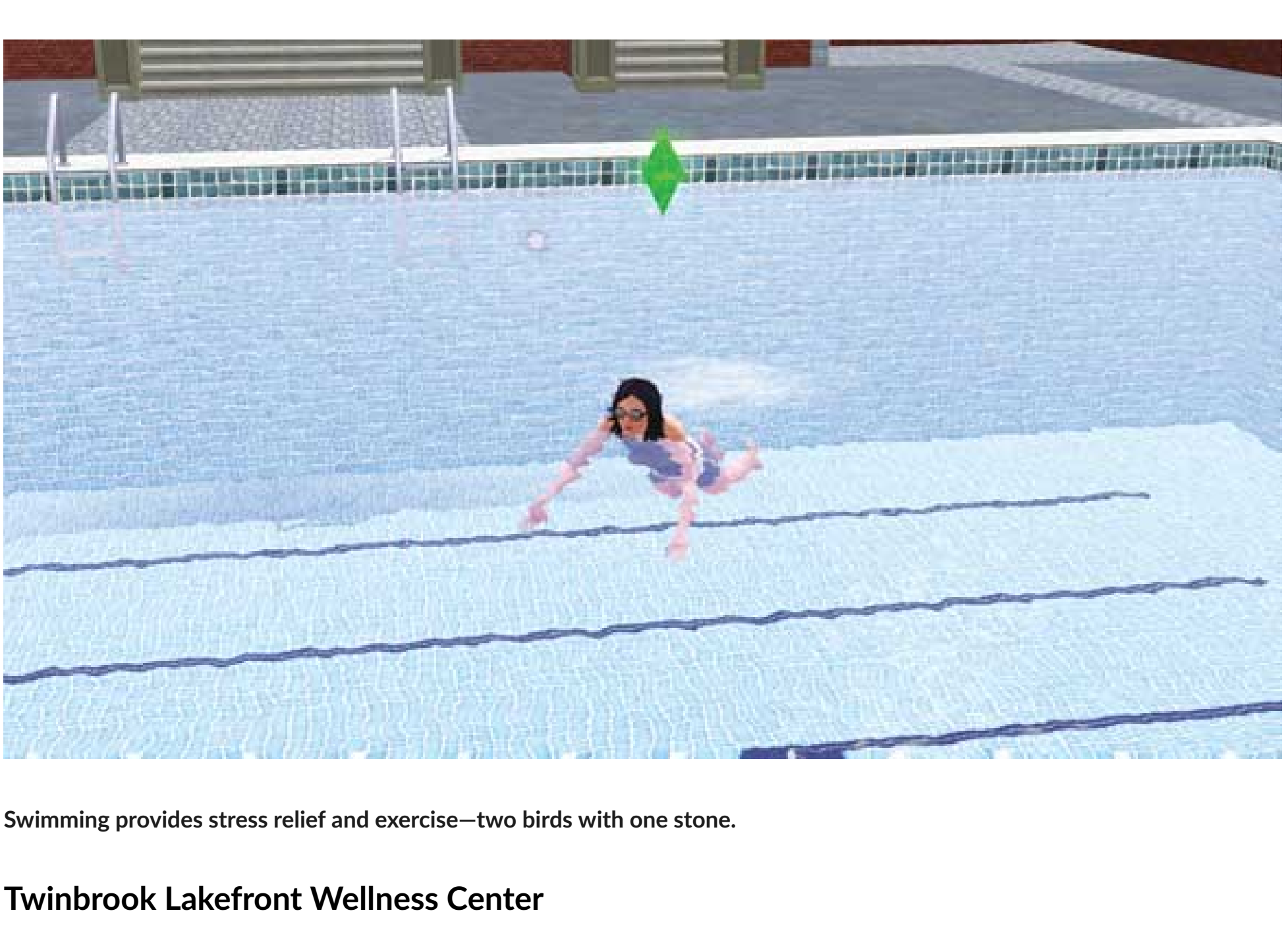
Twinbrook Community Swim Center

Main Interactions

Swim

Sims absolutely love to swim, unless they are Hydrophobic, of course. If you don't have a pool on your own lot, use the Twinbrook Community Swim Center to take a refreshing dip. Swimming is good exercise and a major stress-reducer.

The Twinbrook Community Swim Center can get busy, but that's a bonus. Chat up the locals at poolside and make a new friend, or eight!



Swimming provides stress relief and exercise—two birds with one stone.

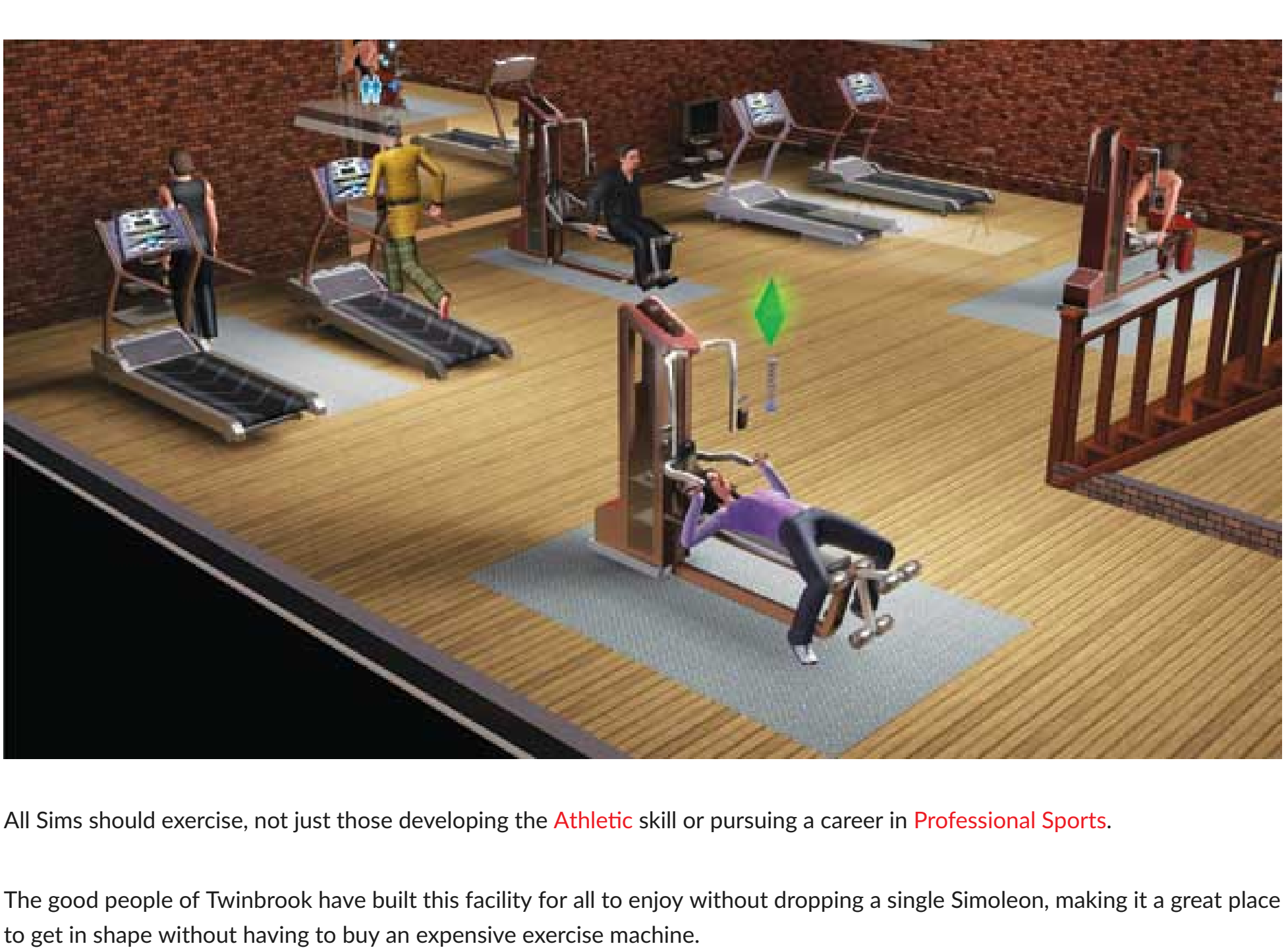
Twinbrook Lakefront Wellness Center

Main Interactions

Use Exercise Machine

Use Treadmill

Shower



All Sims should exercise, not just those developing the Athletic skill or pursuing a career in Professional Sports.

The good people of Twinbrook have built this facility for all to enjoy without dropping a single Simoleon, making it a great place to get in shape without having to buy an expensive exercise machine.

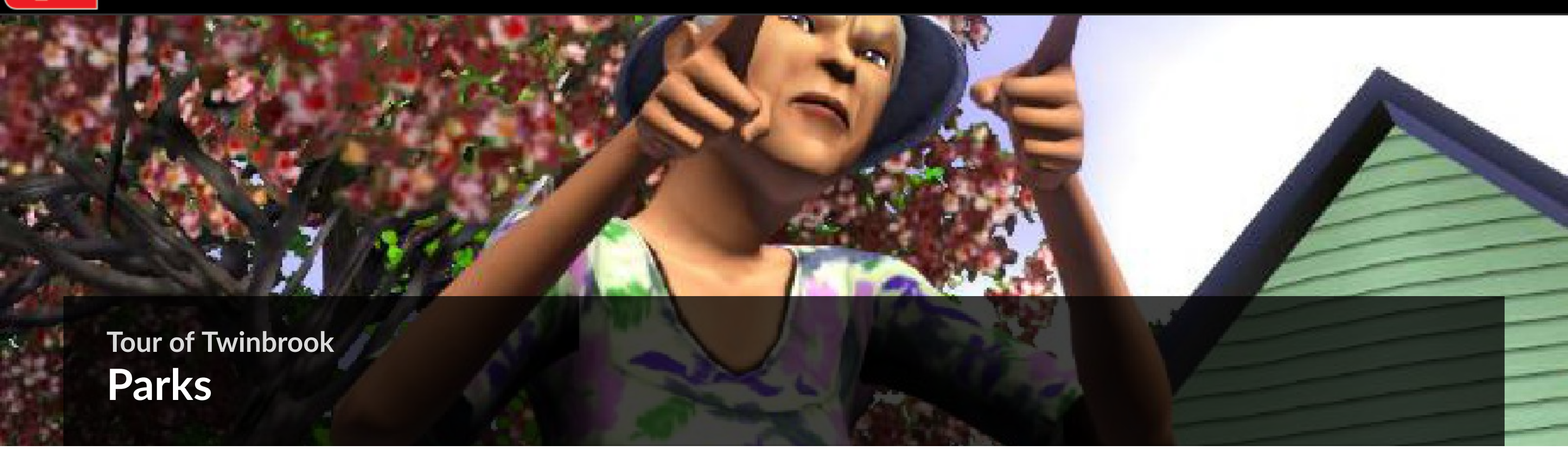
Because the gym is often busy, it also doubles as a socialization spot where like-minded Sims can mingle and talk about the latest exercise trends.

Caution

It's easy to get grungy at the gym, so watch your Hygiene. If you start to smell bad, you'll turn off the Sims around you. Luckily, there's a full shower and bathroom area where you can wash off the funk.

Tip

If your Sims need to take care of Hygiene, regardless of whether or not a workout is involved, they can stop by the Twinbrook Lakefront Wellness Center and grab a quick shower.



Tour of Twinbrook

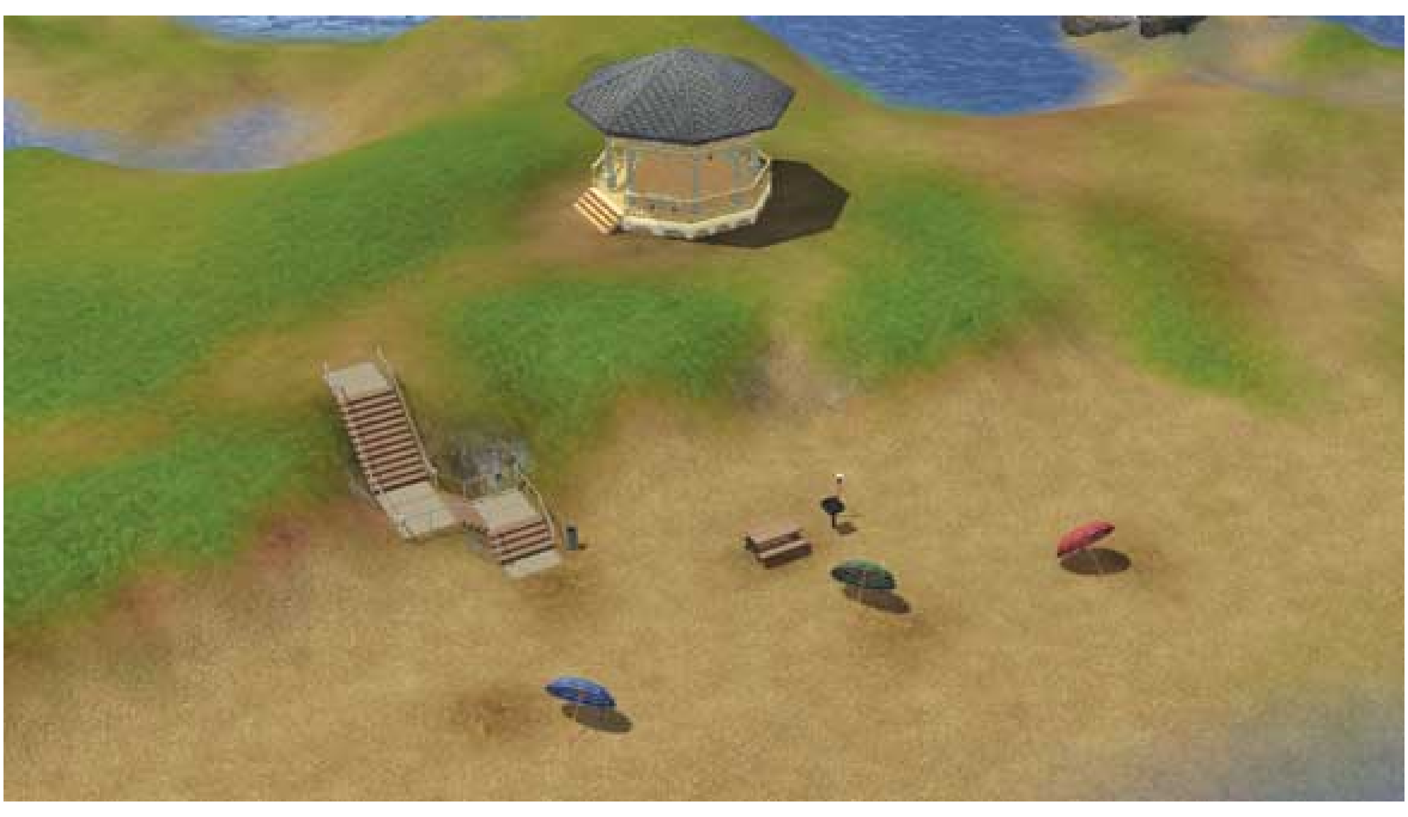
Parks

Twinbrook has four outdoor parks where Sims are encouraged to stroll, relax, and socialize. Unless Sims do not like being outdoors, visiting a park is guaranteed to brighten mood.

Many parks have bodies of water for fishing, such as the river behind the Twinbrook Esplanade, and chess tables for practicing the Logic skill or challenging other Sims to great cerebral contests.

Parks are great places to socialize and make new friends.

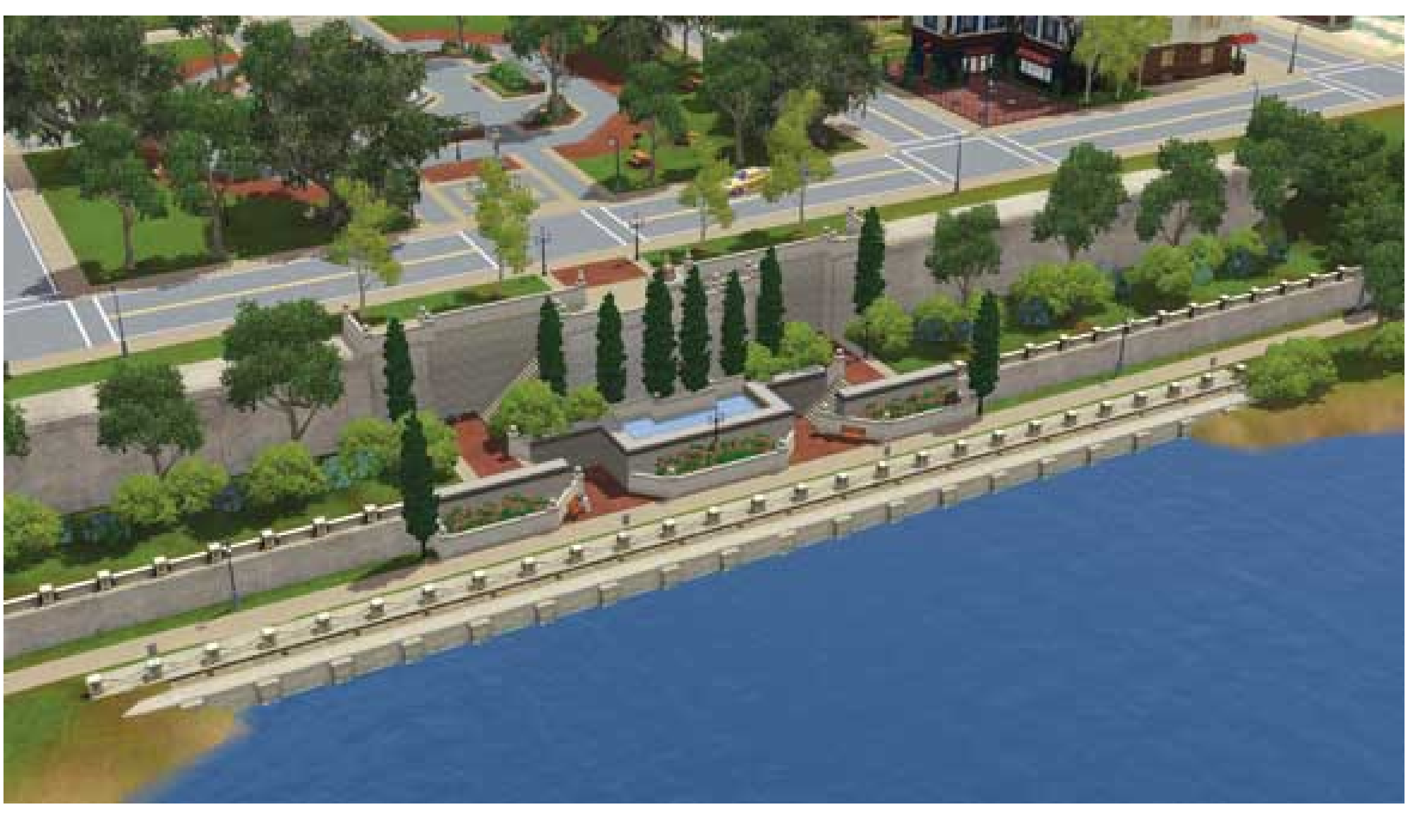
River Junction Beach Park



The small River Junction Beach Park is a nice socializing spot. There is an outdoor grill for serving up meals and a gazebo for shade.

Guitar-playing Sims can use the gazebo as an impromptu stage when playing for tips on a sunny afternoon. This is also a good fishing spot.

Twinbrook Esplanade

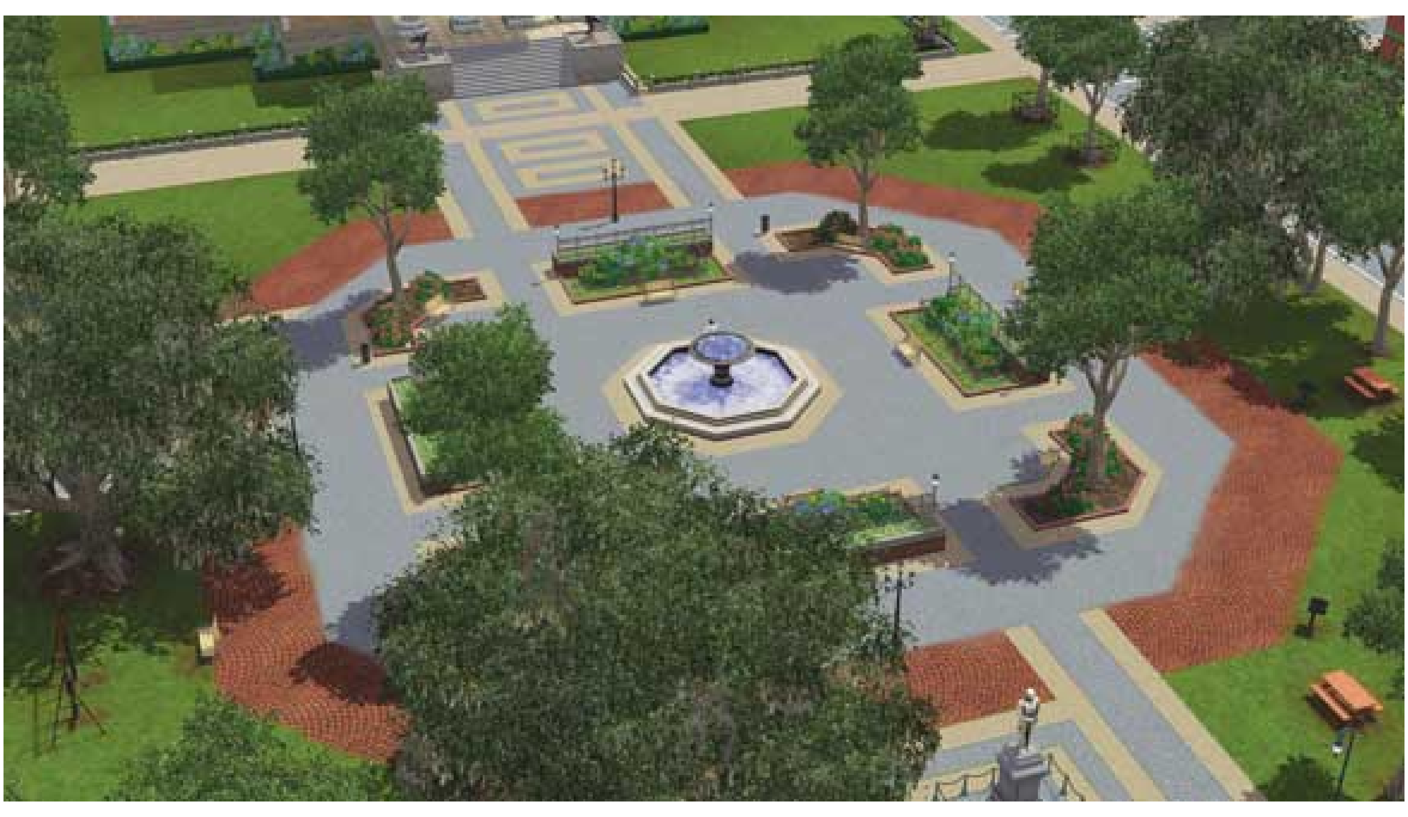


The Twinbrook Esplanade is directly across from City Hall and overlooks the majestic lake, giving Sims immediate mood boosts just for being outdoors.

The esplanade can get busy on a weekend, so if you need to socialize, hit up this park to meet the locals. Sims who like to jog can go running along the waterfront here and pick up mood boosts.

Fishing is also available right at the water's edge.

Twinbrook Town Center



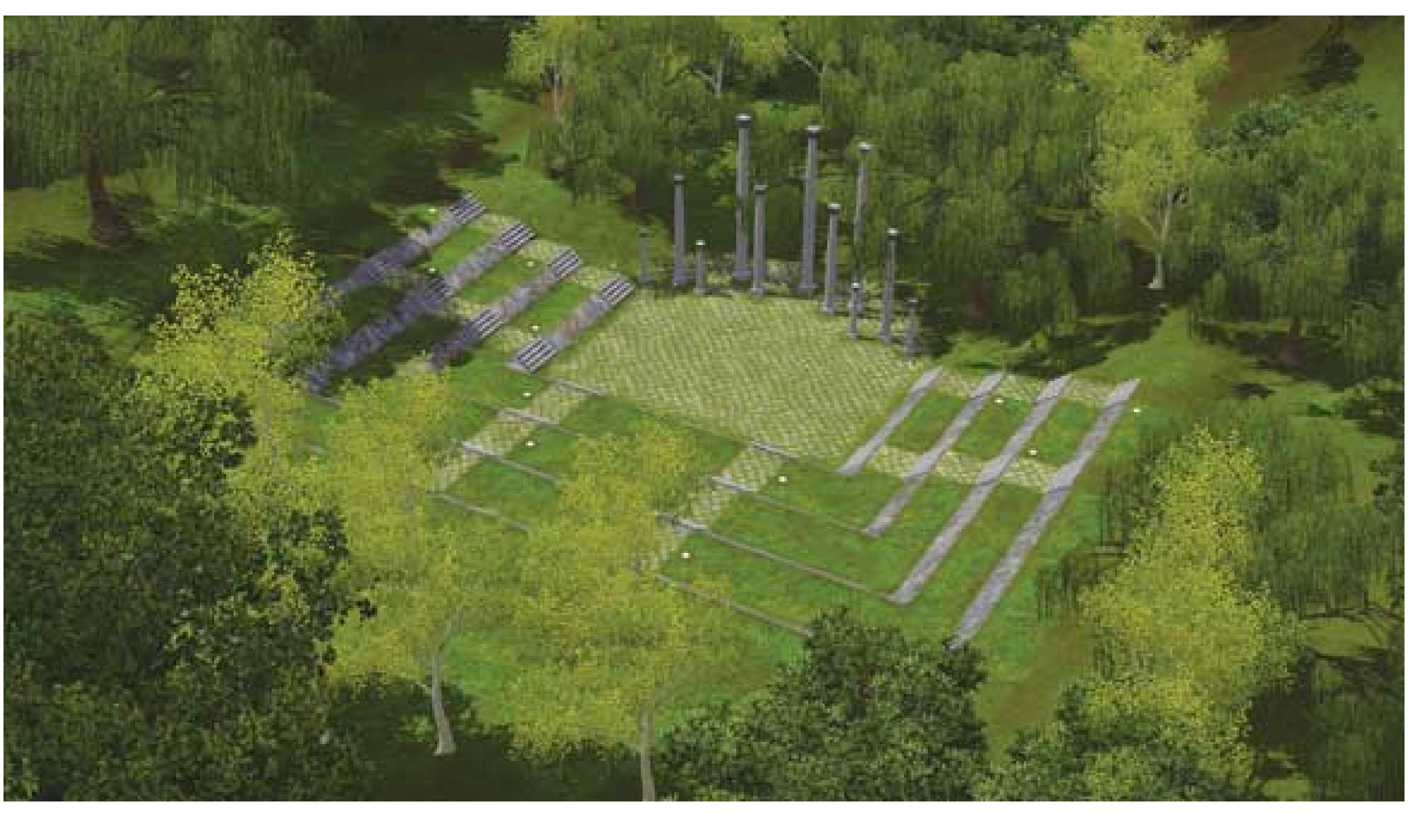
Standing in the shadow of City Hall, the Twinbrook Town Center is a wonderful city square that all residents should frequent.

The park has benches for sitting and reading, swing sets for children, grills for outdoor cooking, and chess tables for practicing or playing against other Sims.

Like the gazebo at the River Junction Park, the Twinbrook Town Center is also a killer spot to play for tips and advance the Guitar skill.

Use the chess tables at the park to develop the Logic skill for free.

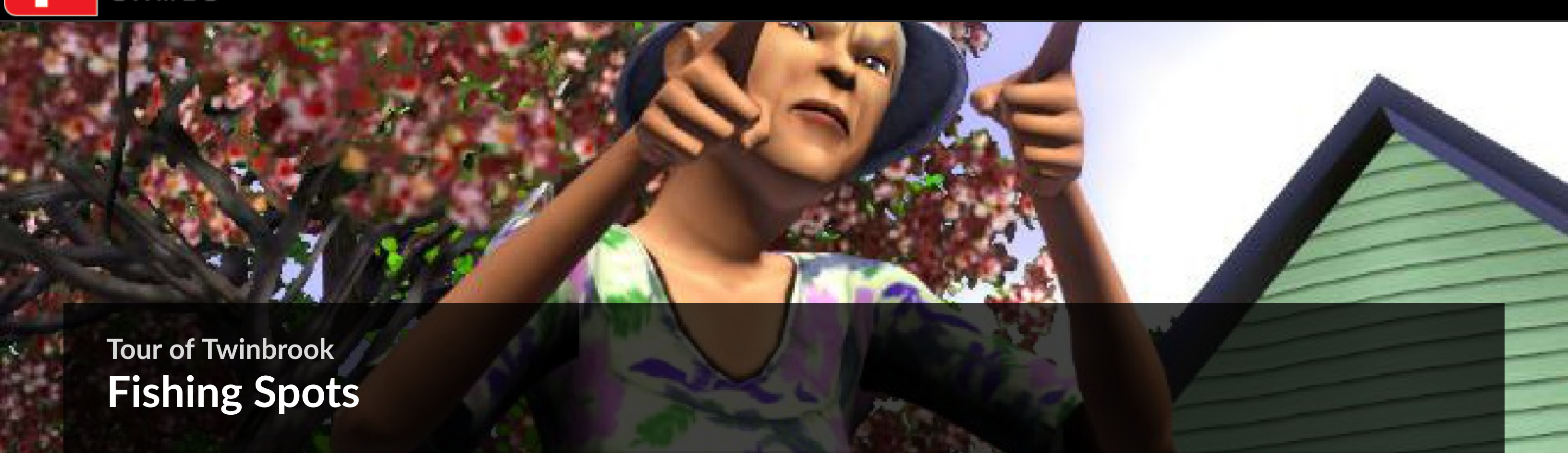
Willowglen Amphitheater



The outdoor Willowglen Amphitheater is carved in the rolling hills outside town, surrounded by beautiful weeping willows and other tall trees.

The amphitheater is a great stage for budding musicians to try out, but it also just a nice place to relax away from the hustle and bustle of the city.

Bring a radio and a book, and then just relax in the shade of a willow. Your Sim's cares will evaporate in no time.



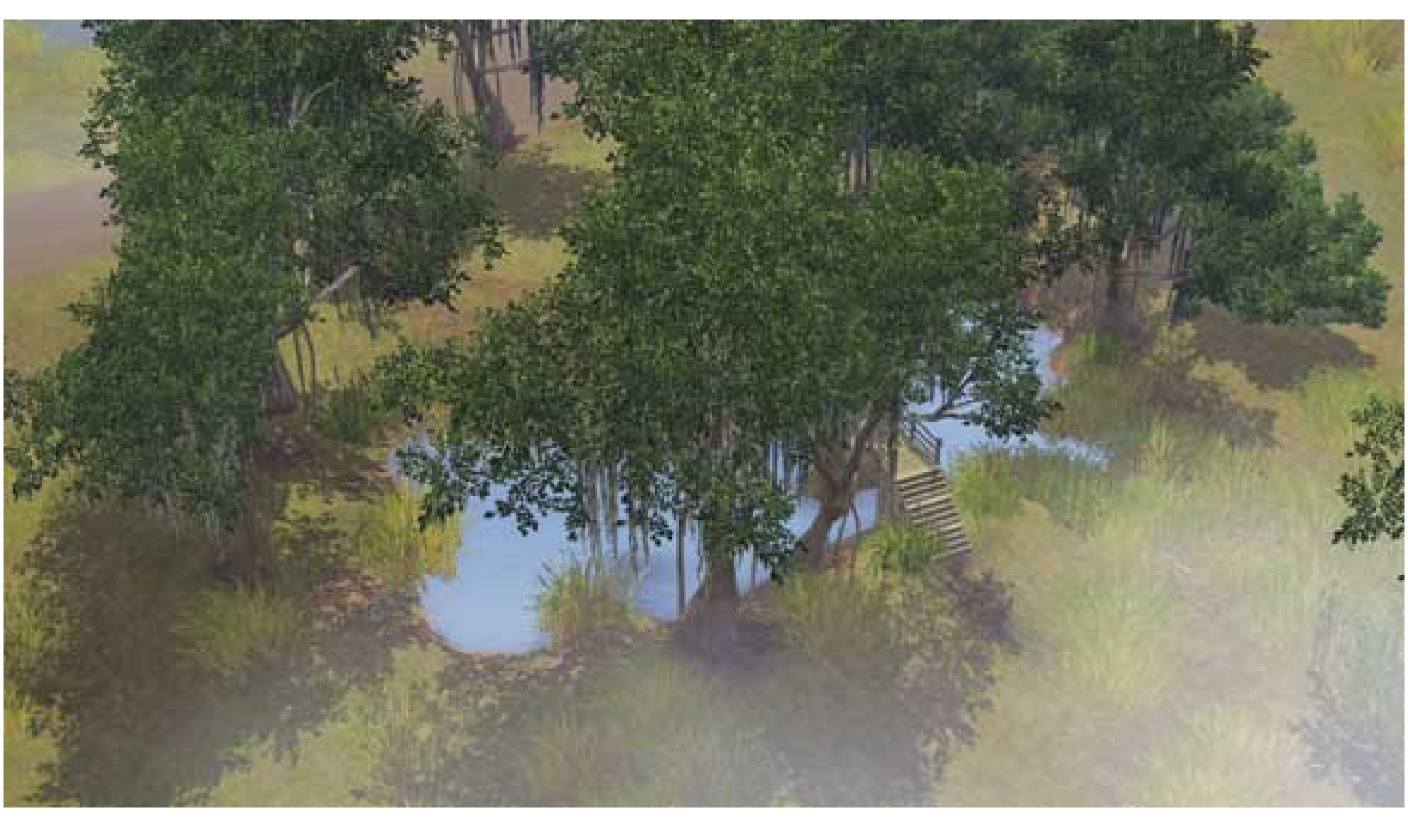
Tour of Twinbrook

Fishing Spots

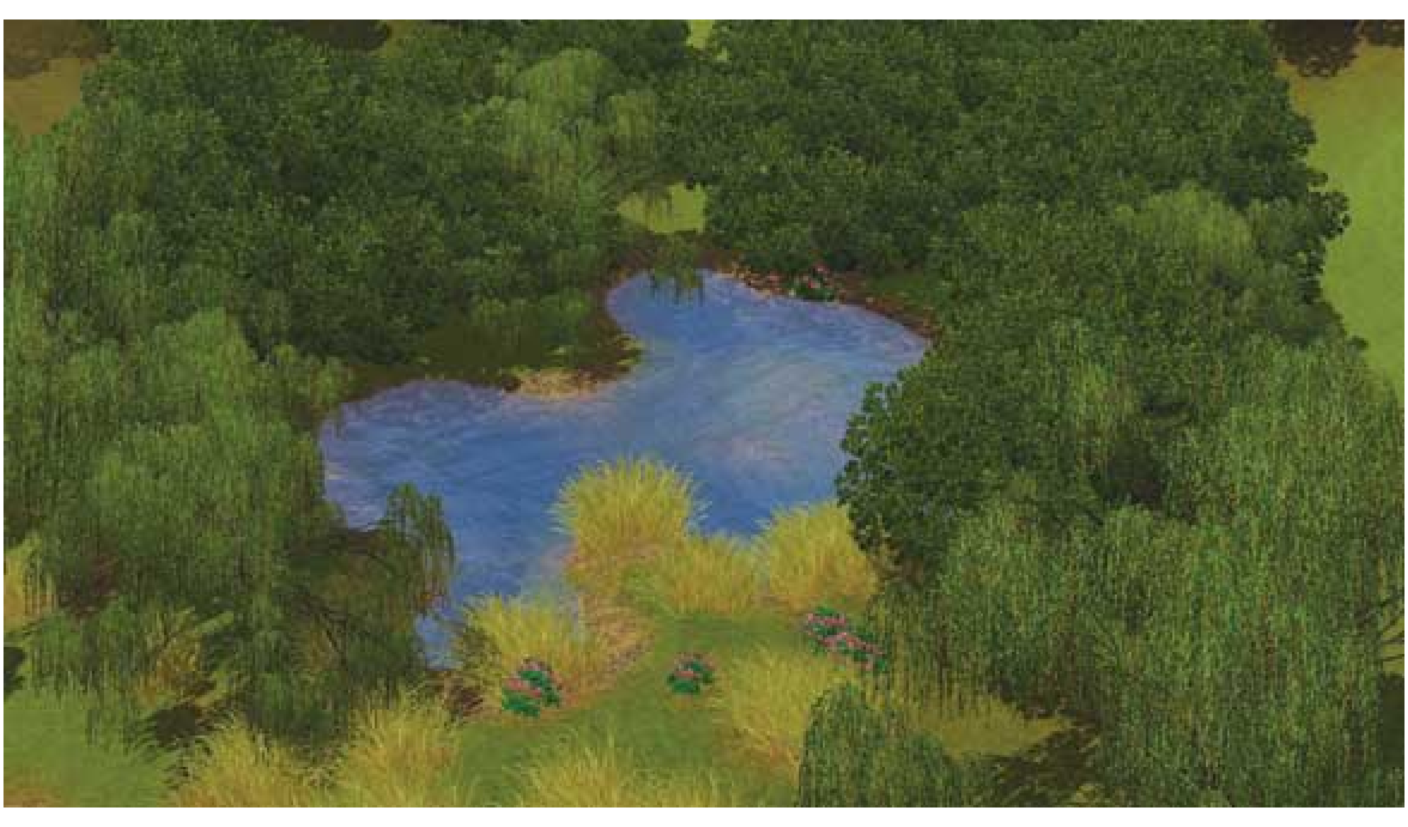
Fishing is a great way to relax, plus you can earn some money on the side. Reeling in a big catch and selling it to the supermarket is a fun way to line your pockets with Simoleons.

Sims who Love the Outdoors get a huge mood boost out of fishing, and you can plop a radio next to them to drive that mood even higher. (This works for any Sim, not just those with the Loves the Outdoors trait.)

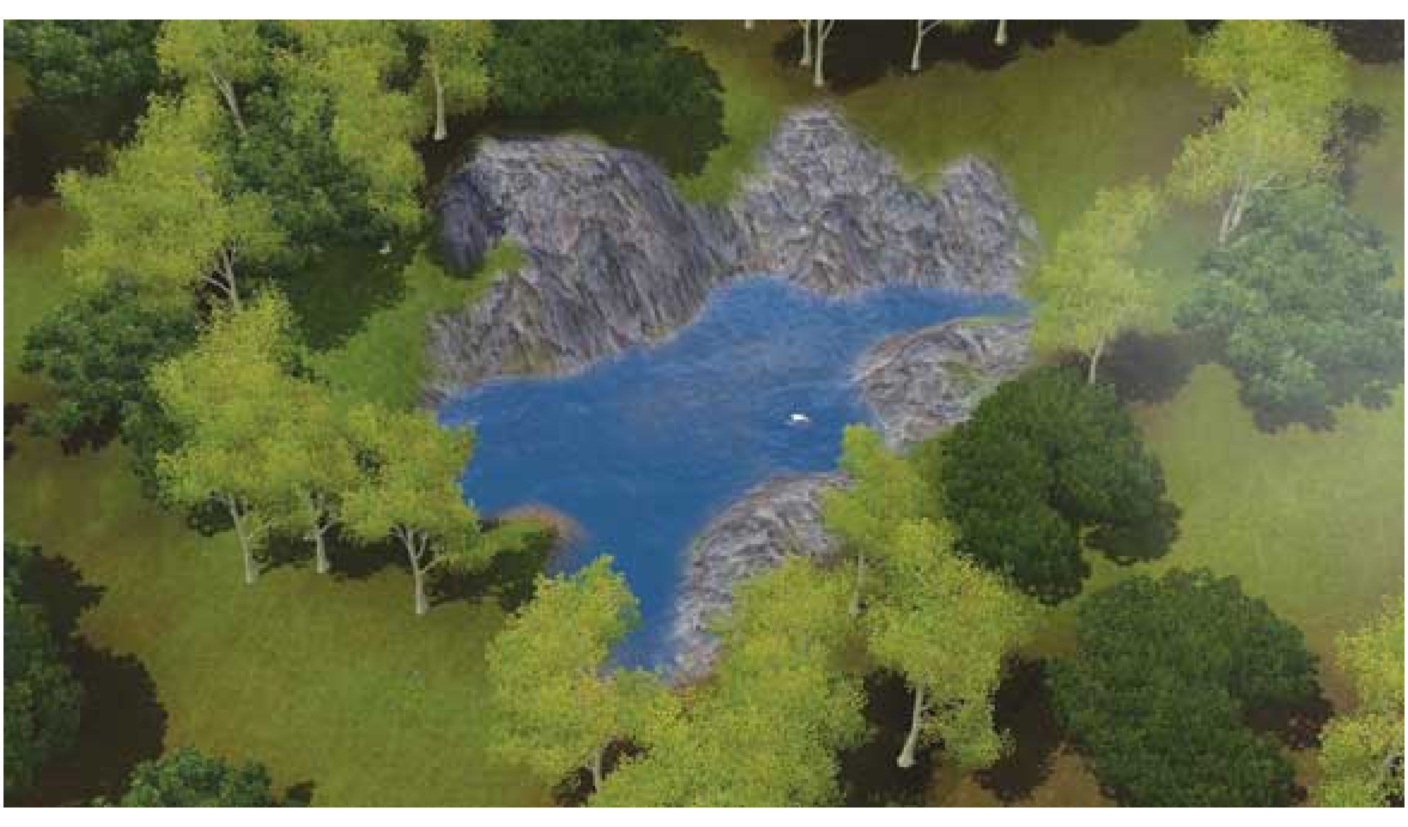
Fishing is a great stress-reliever, too, for any Sims but those who Hate the Outdoors.



Elkhorn Fishing Park

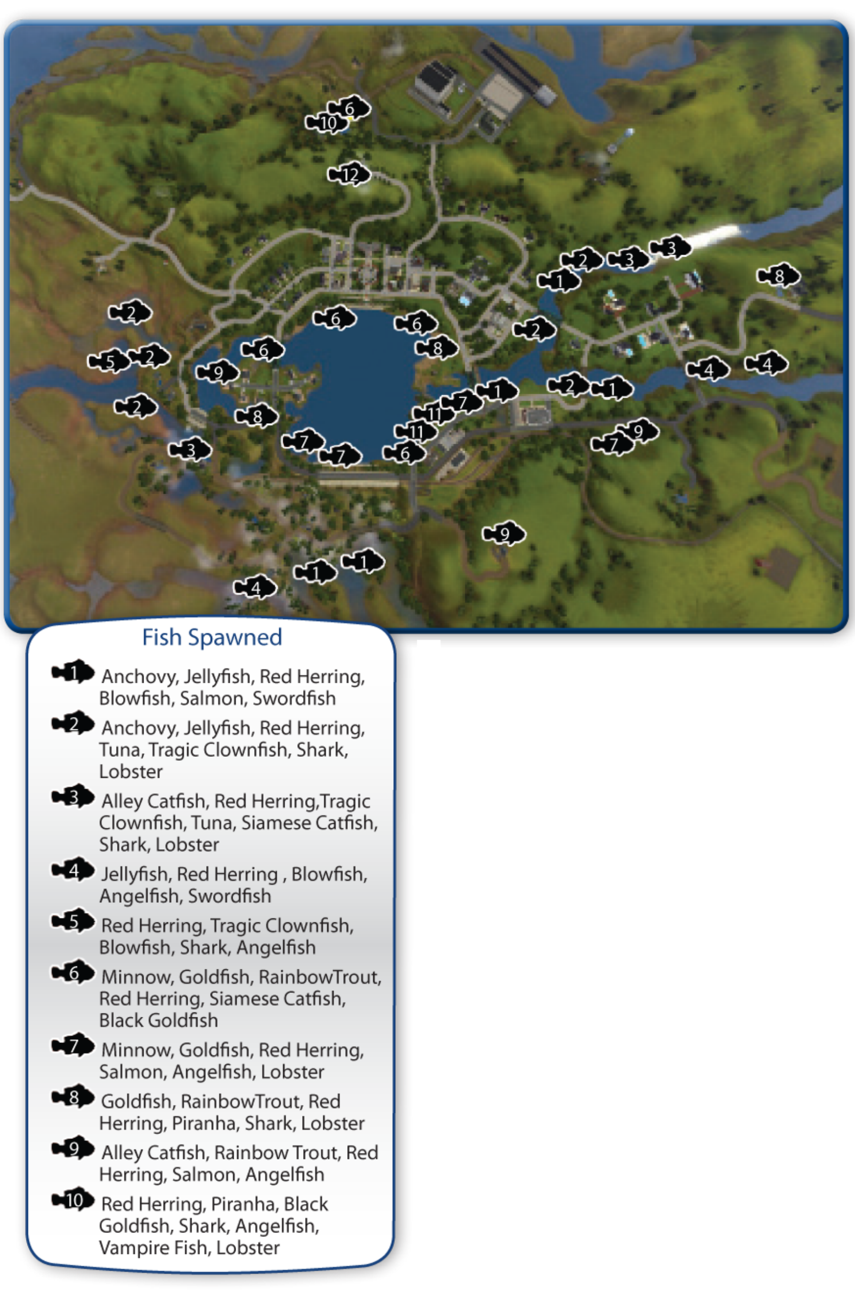


Guppy Gills Pond



Hollowlog Springs

Click here for interactive maps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Fish Spawned
1 Anchovy, Jellyfish, Red Herring, Blowfish, Salmon, Swordfish
2 Anchovy, Jellyfish, Red Herring, Tuna, Tragic Clownfish, Shark, Lobster
3 Alley Catfish, Red Herring,Tragic Clownfish, Tuna, Siamese Catfish, Shark, Lobster
4 Jellyfish, Red Herring , Blowfish, Angelfish, Swordfish
5 Red Herring, Tragic Clownfish, Blowfish, Shark, Angelfish
6 Minnow, Goldfish, RainbowTrout, Red Herring, Siamese Catfish, Black Goldfish
7 Minnow, Goldfish, Red Herring, Salmon, Angelfish, Lobster
8 Goldfish, RainbowTrout, Red Herring, Piranha, Shark, Lobster
9 Alley Catfish, Rainbow Trout, Red Herring, Salmon, Angelfish
10 Red Herring, Piranha, Black Goldfish, Shark, Angelfish, Vampire Fish, Lobster

Fish Locations and Stats

Fish	Skill Level Req	Commonality	Locations Found	Preferred Bait	Min weight	Max weight	Value at min weight	Value at max weight	Skill Points for Catching
Minnow	0	Common	Lakes, Ocean	Apple	0.1	0.5	5	11	120
Anchovy	0	Common	Ocean	Tomato	0.1	0.5	5	11	120
Goldfish	1	Common	Lakes	Lettuce	0.1	2	6	16	132
Alley Catfish	1	Uncommon	Lakes, Ocean	Cheese	0.1	5	6	20	132
Jellyfish	2	Common	Ocean	Grapes	0.1	10	8	19	140
Rainbow Trout	2	Common	Lakes	Egg	1	10	9	18	140
Red Herring	3	Common	Lakes, Ocean	Hot Dogs	1	10	5	5	160
Tuna	3	Common	Ocean	Onion	2	40	11	25	160
Piranha	4	Uncommon	Lakes	Watermelon	5	15	14	30	185
Tragic Clownfish	4	Uncommon	Lakes, Ocean	Bell Pepper	5	40	13	32	185
Siamese Catfish	5	Common	Lakes, Ocean	Minnow	3	25	14	41	220
Blowfish	5	Uncommon	Ocean	Potato	5	40	13	47	220
Salmon	6	Common	Ocean	Lime	10	50	14	45	255
Black Goldfish	6	Common	Lakes	Goldfish	5	25	16	49	255
Shark	7	Uncommon	Lakes, Ocean	Red Herring	1	150	7	70	295
Swordfish	7	Common	Ocean	Anchovy	20	60	17	60	295
Angelfish	8	Uncommon	Lakes, Ocean	AlleyCatfish	2	60	21	85	340
Vampire Fish	8	Rare	Graveyard	Garlic	25	80	55	225	1000
Robot Fish	9	Rare	Science Facility	Piranha	250	1000	50	275	1000
Lobster	9	Common	Lakes, Ocean	Tuna	5	50	25	120	400
Deathfish	10	Rare	Graveyard	Angelfish	20	80	200	1000	1500

Note

You may also fish for ocean-dwelling fish at the River Junction Beach Park or cast a line off the edge of the Twinbrook Esplanade.

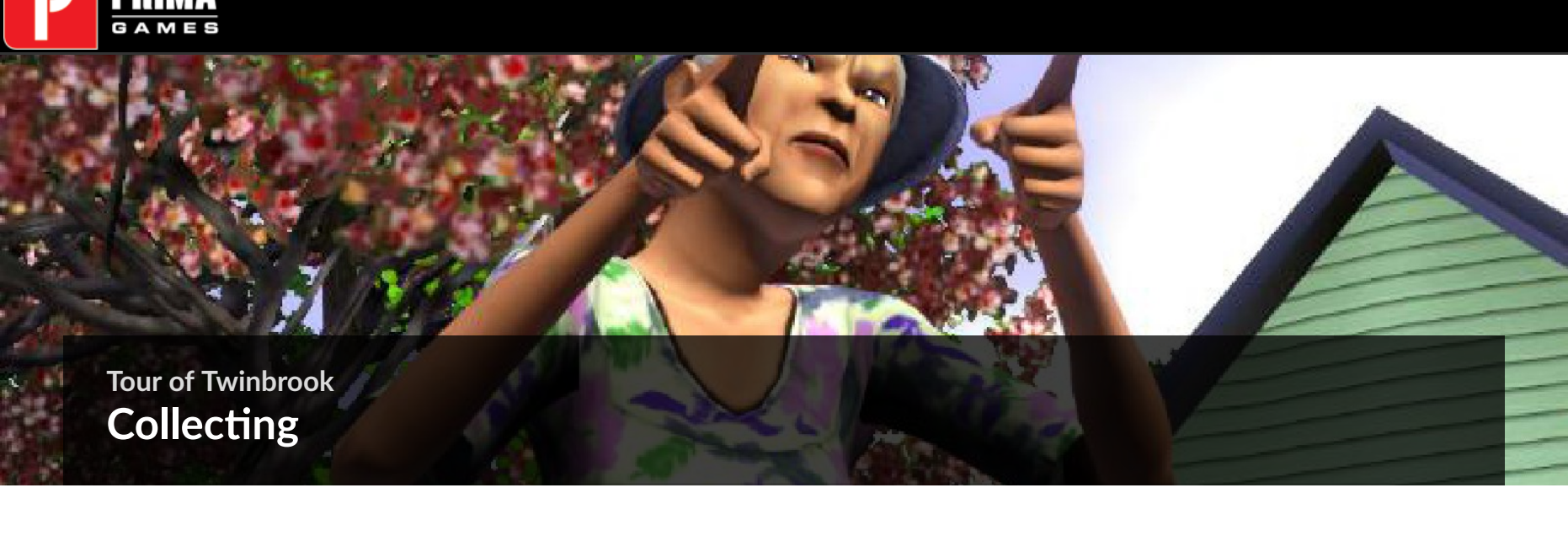
Tip

The best time to go fishing is between 4AM and 6AM. This is when the best and biggest fish are biting!

On rare occasions, you will reel in something other than a fish. Litterbugs have discarded belongings in the lakes and ponds, but at least their refuse is another Sim's treasure.

When you do manage to reel in a crate, there is a good chance it will contain a valuable item, such as World's Brew Bubble Bath or Death Flower. If you're really lucky, the crate will contain a magic gnome!

Crate Item	Chance of Finding
Laptop	3%
Rubbery Ducky	20%
Guitar	10%
World's Brew Bubble Bath	16%
Moodlite Candle	16%
Birthday Cake	16%
Flame Fruit	3%
Death Flower	3%
Money Tree Seed	5%
Myssterious Mr. Gnome	6%



Tour of Twinbrook

Collecting

Careers are the major thrust of Ambitions, but they are not the only way to earn Simoleonsin Twinbrook—orany town. Valuable collectibles are around the city and can enrich your household account or beautify your lot.

You can collect butterflies and beetles to sell to the science facility(or keep for yourself). Precious gems and metals can be refined into brilliant treasures.

Space rocks hurtling down from the heavens have smashed into the ground all around Twinbrook too.Use them as in this section to pin point the locations of all collectibles.

A randomness factor is involved in collecting. Alhough we have provided the locations of collectibles, there is a chance they will not be the re on the specific day you check.

Maybe the next day. Maybe the next week. And if multiple collectibles in a category arel isted for a spot, perhaps only one of that group will be present on any given day.

Insects

There are two types of insects to collect: beetles and butterflies. Collecting these insects gets your Sims out of the house where they can avoid going Stir Crazy and soak up some nature.

Insects can be sold to the science facility for Simoleons (the rarer the insect, the more it is worth) or kept on your lot in terrariums.

Sims love to have a collection of pretty insects at home, so consider your lot environment before trading these finds in for cash.

Having an attractive butterfly or rare beetle in a terrarium could be the difference between an okay room and one that gives your Sim the Nicely Decorated moodlet.

Beetles

Watch your step! There's an entire world under your feet in Twinbrook. Beetles scurry about until a curious Sim like you comes along to collect them.

You can find several types of beetles in Twinbrook, all worth different amounts of Simoleons if you take them to the science center.

But keep in mind that the more valuable a beetle is to the science center, the more of an environmental bonus it will have on your lot.

BEETLES

Beetle	Rarity	Base Value
Ladybug	Common	10
Cockroach	Common	1
Japanese	Common	15
Water	Common	30
Light	Uncommon	40
Rhino	Uncommon	90
Stag	Uncommon	175
Spotted	Rare	400
Trilobite	Rare	750
Rainbow	Extraordinarily Rare	1400

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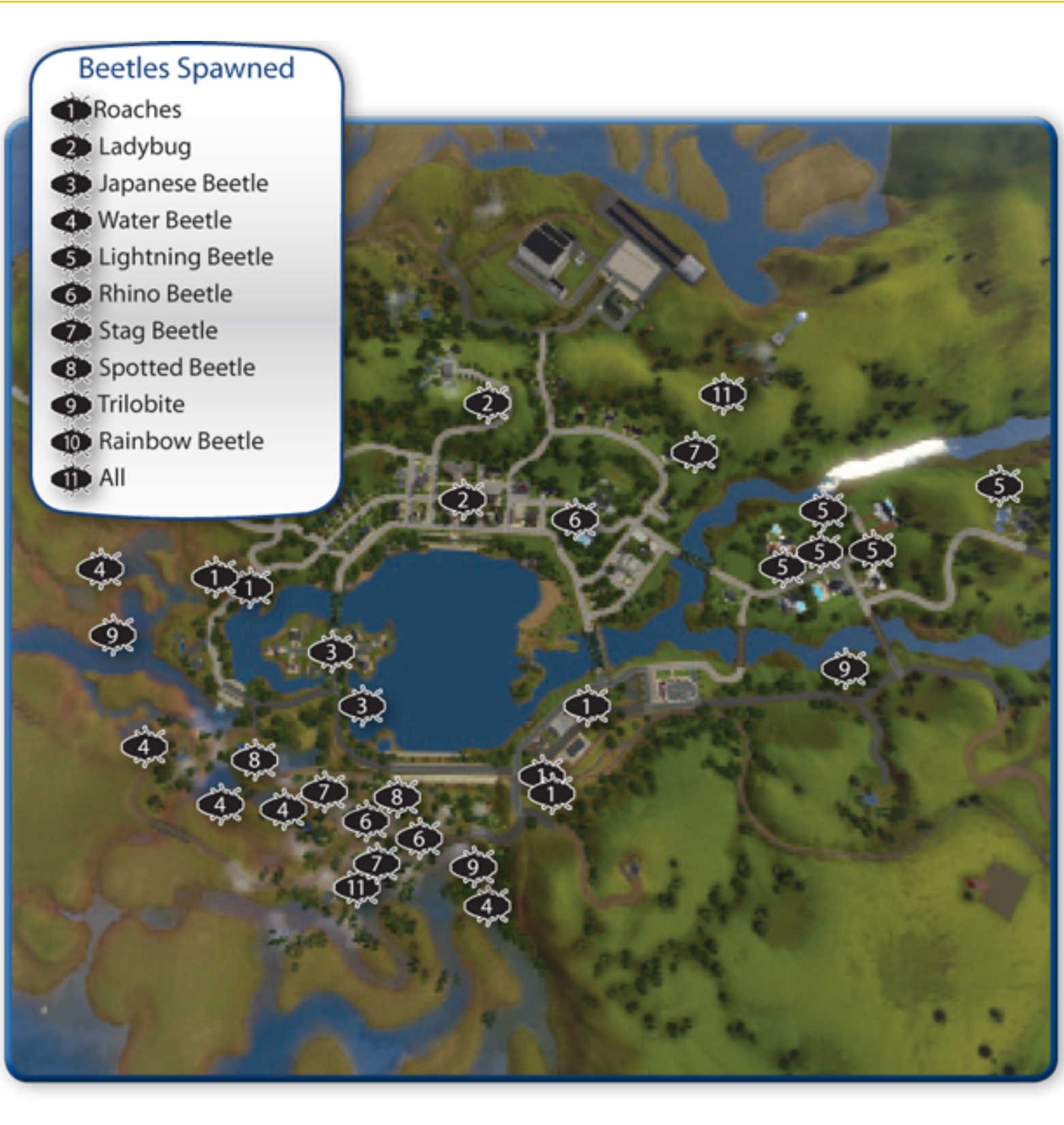

Butterflies

Butterflies float and flit around Twinbrook, filling the air with flashes of color. Like beetles, there are many different butterflies, each with a different value to both the science center and your home.

As tempting as it is to trade those pretty little wings in for some cash, you may wish to install a handful of butterflies in terrariums around your lot for the beautification factor.

BUTTERFLIES

Butterfly	Rarity	Base Value
Moth	Common	5
Monarch	Common	10
Zephyr metal mark	Common	25
Red Admiral	Common	35
Mission Blue	Uncommon	50
Green Swallowtail	Uncommon	90
Royal Purple Butterfly	Uncommon	150
Silver Spotted Skipper	Rare	325
Zebra Butterfly	Rare	650
Rainbow Butterfly	Extraordinarily Rare	1080

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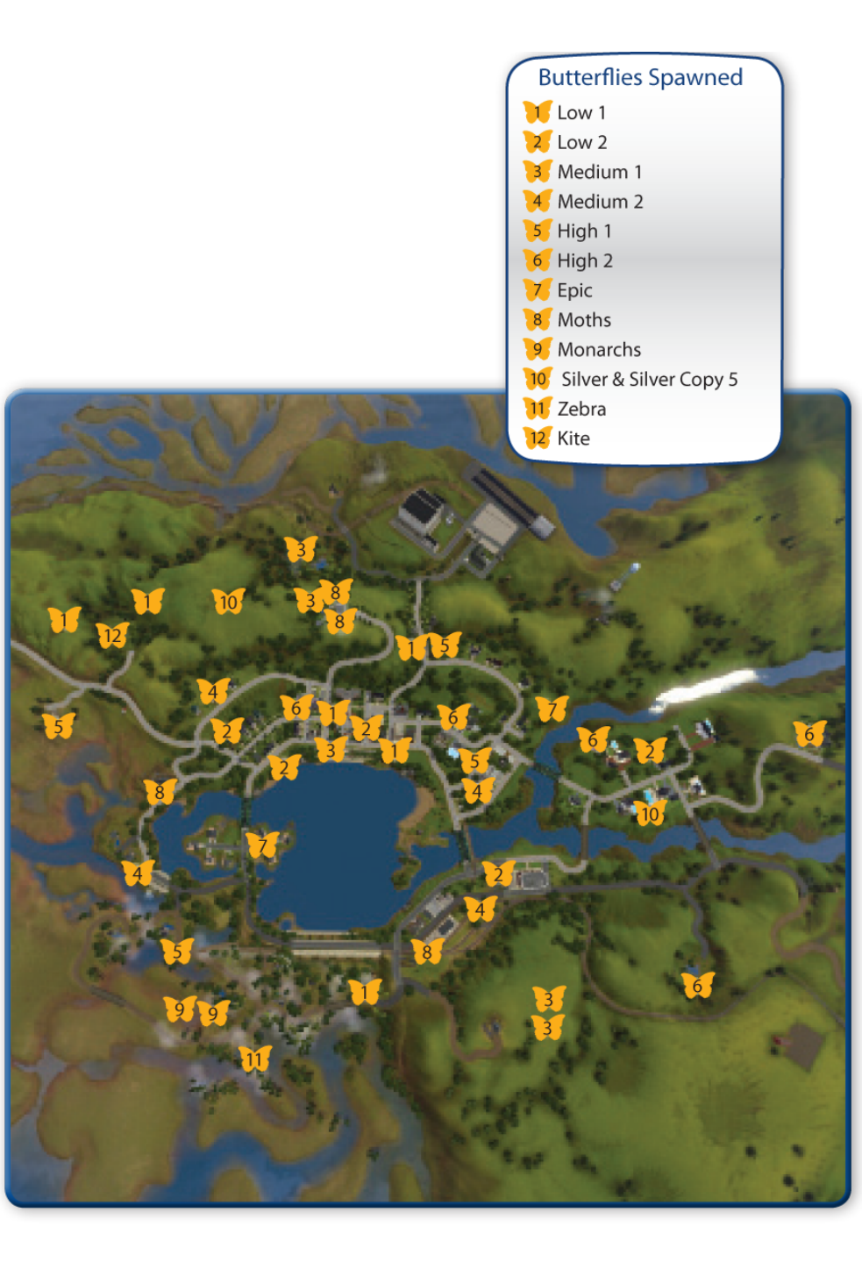


Minerals

Gems

Don't just walk by the rocks you see on the ground. Upon closer inspection, your Sim will discover that some of them are actually gems.

However, gems require an extra step. You must send them away to be cut into beautiful stones, which increases their value.

GEMS

Gem	Min. Weight	Max Weight	Value of Min. Weight	Value of Max Weight
Blue Topaz	1	105	9	21
Smoky Quartz	1	105	15	25
Emerald	1	105	20	30
Ruby	1	105	25	35
Yellow Sapphire	1	105	35	60
Tanzanite	1	105	65	95
Diamond	1	105	100	200
Rainbow Gem	1	105	450	700
Luminous Gem	1	105	150	350
Pink Diamond	1	105	1200	1650

Ambitions introduces an all-new gem: Flourite Palmstone. Here are its values:

PALMSTONE

Gem	Min. Weight	Max Weight	Value of Min. Weight	Value of Max Weight
Flourite Palmstone	1	105	300	500

Note

Flourite Palmstone is not found in the wild. It is only found in stones used for sculpting. There is a slight random chance that your Sim will discover it while working on a statue in the stone medium.

Having a gem cut increases its value, but this comes at a cost. You must pay to have a gem cut, which occurs when you send it away via the mailbox. When you first start collecting gems, the only cut available is Emerald.

The next available cut is Oval, but to unlock this cut, you need to send off four previously collected gems to be cut by the professional jeweller. After that fourth cut, you get a note saying the Oval cut is now available.

So, while it does cost to get these gems cut, the more you do it, better cuts you get—and the more money you can make from selling. The best cut is the Heart cut, which multiplies the value of the gem five-fold.

GEM CUTS

Gem Cut	Available After # Cuts	Value Multiplier	Cost of Cut
Emerald	0	1.25	10
Oval	4	1.5	20
Pear	8	1.75	35
Plumbbob	16	2	50
Marquis	30	2.3	75
Crystalball	45	2.6	100
Brilliant	60	3.5	250
Heart	Collect 10 different types of gems	5	1000

There is also a brand new gem cut in Ambitions: Sculptor's Egg. This cut is available right away, too!

AMBITION GEM CUTS

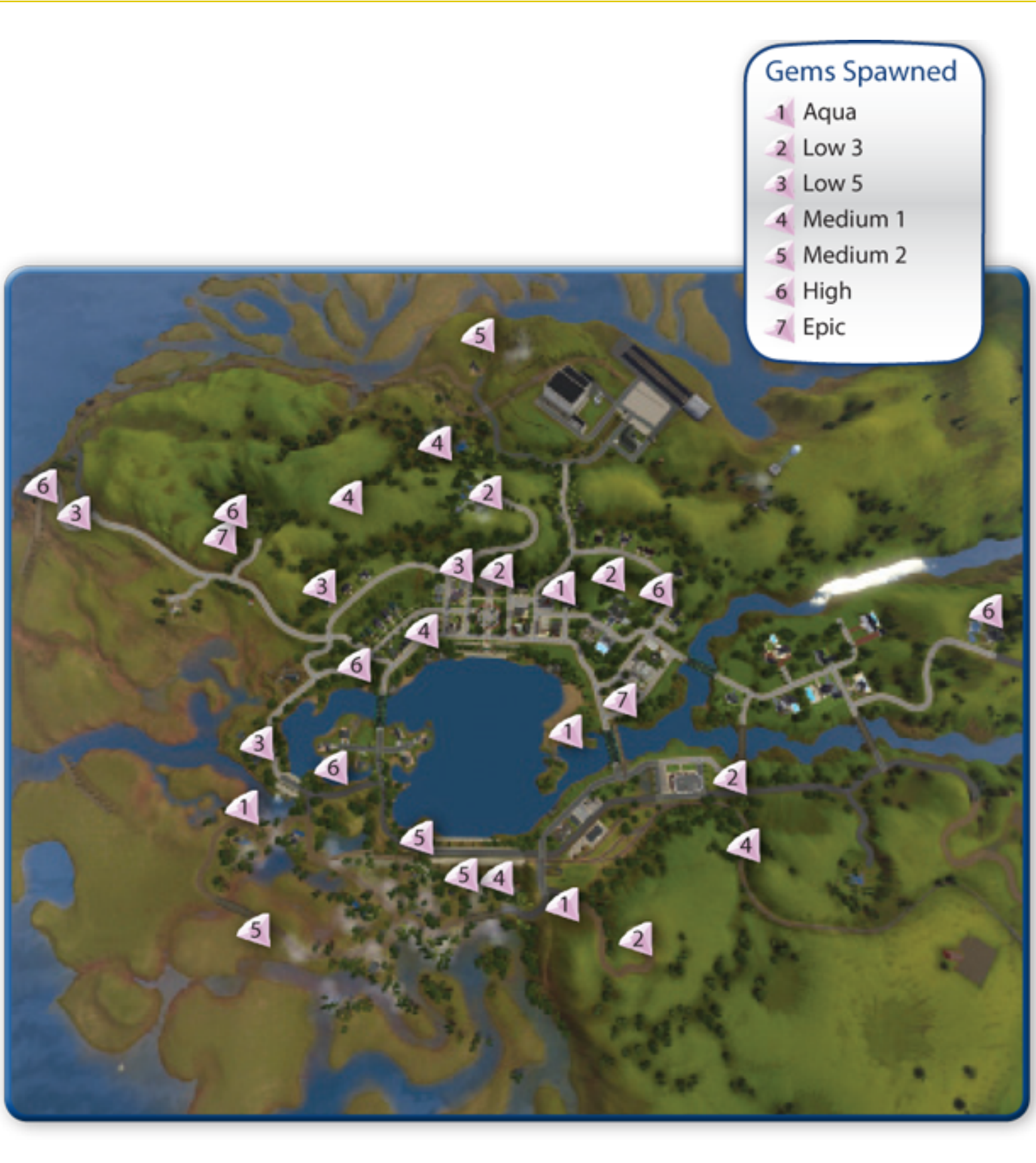
Gem Cut	Available After # Cuts	Value Multiplier	Cost of Cut
Sculptor Egg	0	3	175

Tip

Inventors need to collect the necessary 10 gems to earn the Heart cut if they want to complete the series of opportunities that lead to the creation of a Frankensim.

There's a chance you'll dig up gems and metals while using the Miner invention.

Click here for interactive maps



Metals

Sims can collect five different kinds of precious metals: iron, silver, gold, palladium, and plutonium. However, when you pick them up, they are still in ore form.

These metals must be smelted to make them valuable—and pretty. To turn ore into ingots, just send them away via an interaction with your lot's mailbox.

When the ingot comes back, the value has improved by up to 75 percent. That's quite a boost for the §40 smelting fee.

METALS

Metal Ore	Min. Weight	Max Weight	Value of Min. Weight	Value of Max Weight
Iron	1	52	7	20
Silver	1	52	25	35
Gold	1	52	40	120
Palladium	80	300	300	500
Plutonium	0.1	5	1000	1800

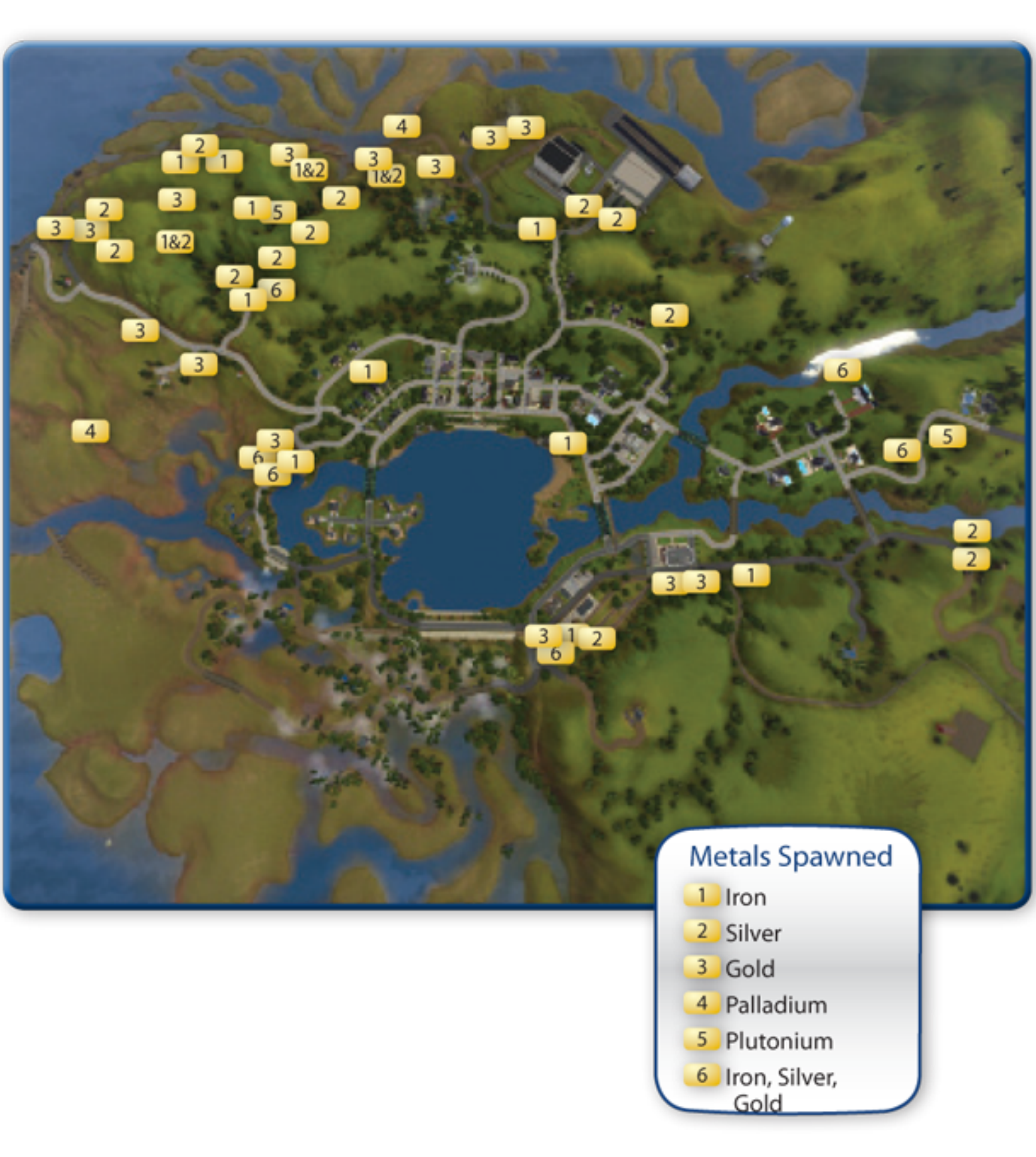
New to Ambition is Woohooium, a precious metal that is found only during the sculpting process. When a sculptor works in stone, there is a small chance the stone will break and reveal a raw sample of this romantic ore.

WOOHOOIUM

Metal Ore	Min. Weight	Max Weight	Value of Min. Weight	Value of Max Weight
Woohooium	1	52	500	750

Any time while sculpting in stone, it could shatter and reveal Woohooium or Flourite Palmstone.

Click here for interactive maps



Meteorites

Not every rock found in Twinbrook is from this planet. Some are meteorites that streaked down from space and crashed in the borders of this lovely city. These rocks can be worth serious Simoleons. There are three sizes: small, large, and huge.

METEORITES

Meteorites	Min. Weight	Max Weight	Value of Min. Weight	Value of Max Weight
Small	1	65	10	30
Large	100	1050	50	200
Huge	50000	1,001,000	2000	4500

Meteorites can be worth quite a bit of money, but there is a degree of risk when you analyze a meteorite to determine what it is. Sometimes the raw value of a meteorite is greater than its worth once it has been identified.

For example, if analysis reveals your meteorite is Ordinary Chondrite, the meteorite is now only worth half of its previous value.

After analyzing it, there is no way to reverse the process, so you might be stuck with a less valuable space rock.

Here is a list of all of the possible results of analysis and the value multipliers of such discoveries:

Meteorite Values

Meteorites	Value Multiplier
Acapulcoite	0.7
Angrite	1
Ataxite	1.5
Aubrite	1.4
Brachinite	1.2
Carbonaceous Chondrite	5
Chassignite	1.2
Diogenite	0.9
Enstatite Chondrite	6
Eucrite	0.8
Hexahedrite	1.6
Howardite	0.7
Kamasite	1.75
Lodranite	0.8
Lunar	1.3
Mesosiderite	10
Nakhlite	1.1
Octahedrite	1.8
Ordinary Chondrite	0.5
Pallasite	4
Rumurutite	3
Shergottite	1
Unusual Bellacite	1
Unusual Custerous Gossticite	1.9
Unusual Dukeadite	2.2
Unusual Holmberic	1.8
Unusual Llamatite	2
Unusual Mazzadrayte	2.1
Unusual Pearsonite	2.1
Unusual Rodiekceous	2
Unusual Sporecite	1.7
Ureilite	0.9
Winonaite	1.3

Death by Meteorite!

You find most meteorites on the ground, but in Ambitions, there are still plenty up in the air.

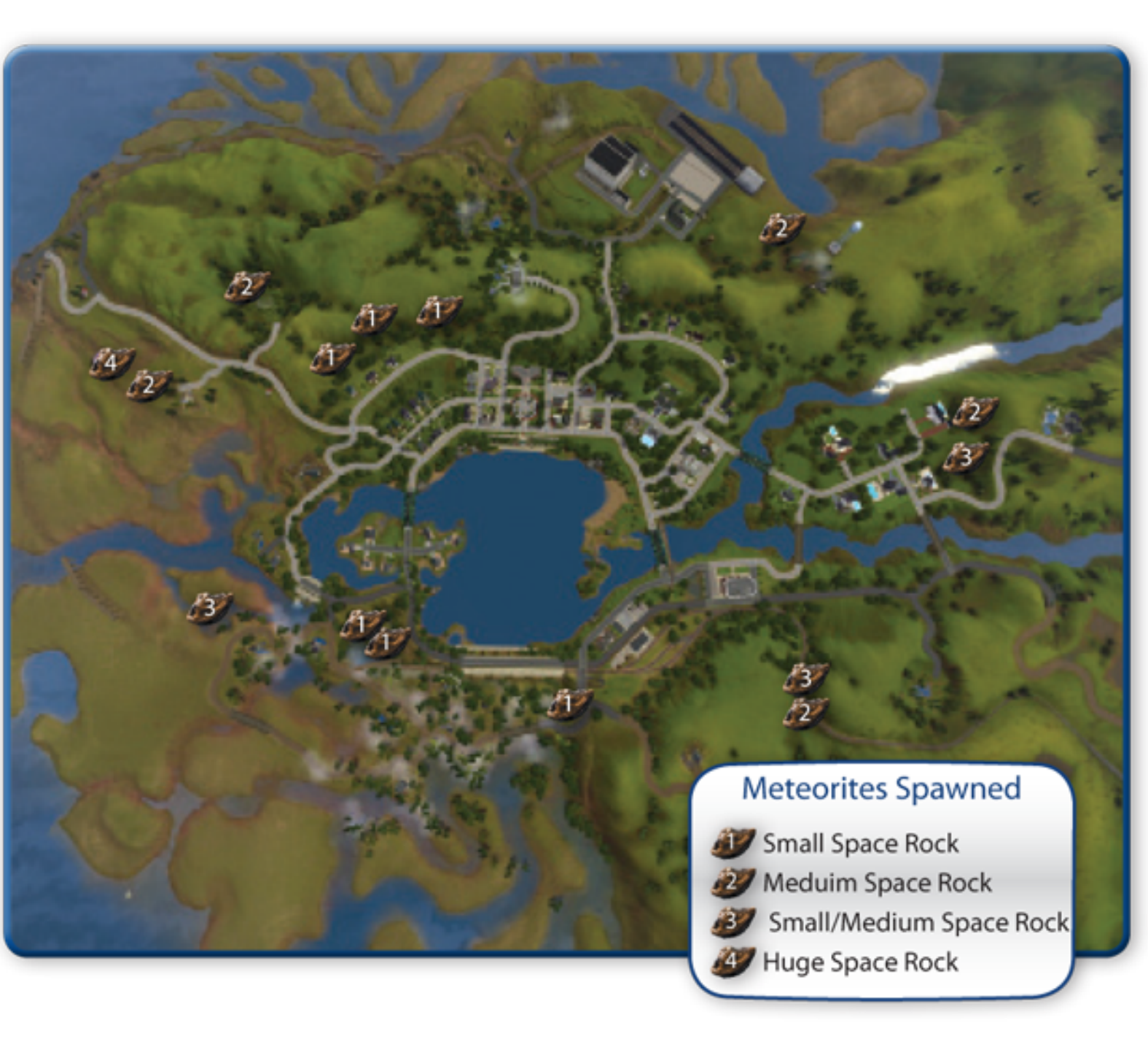
Sims who spend time in the outdoors or look through telescopes at the stars run the risk—however minuscule—of being flattened by a falling meteor.

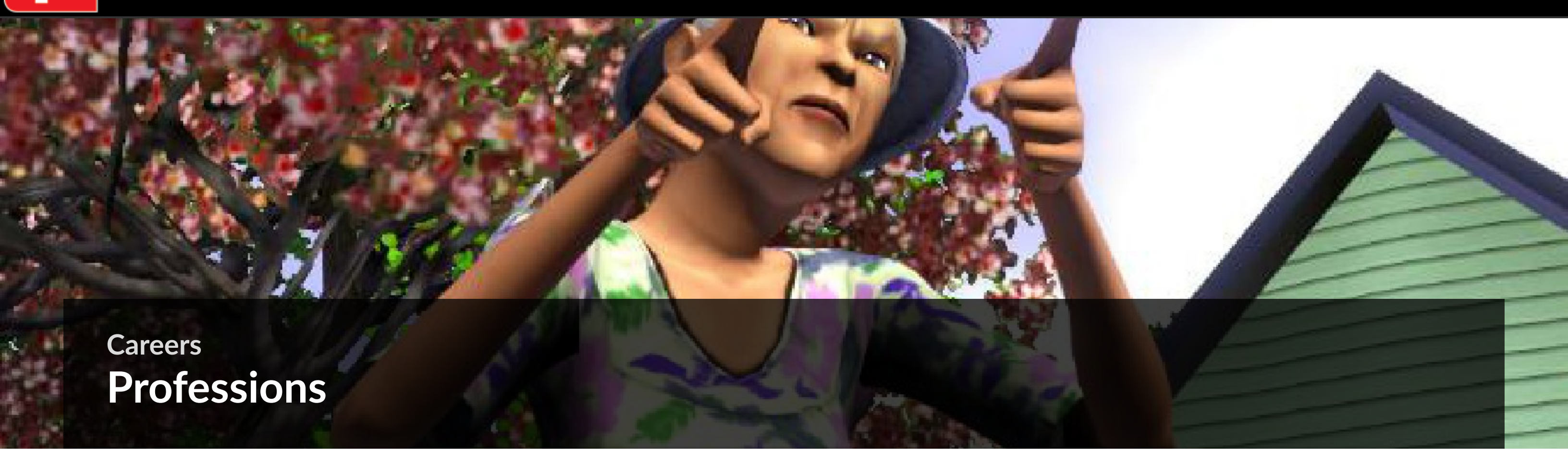
Fortunately, you get a moment of warning before this actually happens. A shadow appears on the ground around the Sim and foreboding music lilts through the air.

But the warning lasts only a few moments and any Sim still in that shadow when the meteor strikes is instantly killed. If the dead Sim is turned into a playable ghost, the ghost is orange.

Babies and children cannot be squished by a meteor. So relax.

Click here for interactive maps





Professions

The central new feature of Ambitions is the profession system. The new careers are much more interactive than previous professions. Before, when your Sims went to work, they slipped into a venue and did not come out until the shift had ended.

You had a degree of control over work behavior through the use of "tones," but the progression of a career was more about managing tones, skill development, co-worker relationships, and a handful of activities, such as writing articles or rummaging through trash.

The professions change all of that. These new professions require the same attention you would give your Sims during non-work hours.

You must direct them to the tasks required of them for each career (such as banishing angry spirits as a Ghost Hunter or putting out a blaze as a Firefighter).

Many of the new work tasks require traveling around the neighborhood and interacting with people or objects.

Note

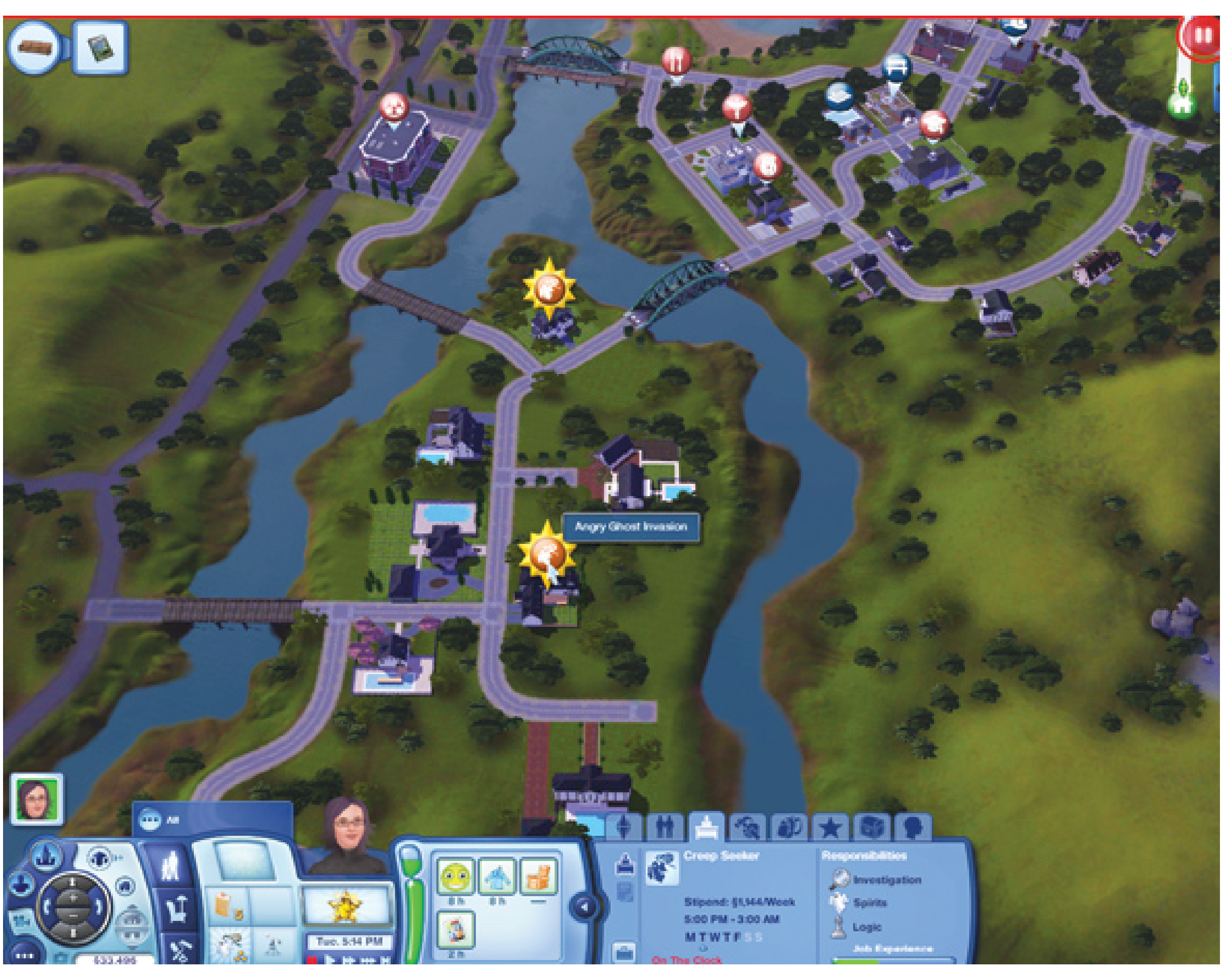
One of the original careers in The Sims 3 has been updated for Ambitions: Medical. The remaining careers play out the same.

In fact, a new career following the original model has been added to Ambitions. The Educator career takes place at the school. The Educator and all original careers are detailed at the end of this chapter.

Working Around Town

All of the new professions require you to work outside of your home or a venue. You will crisscross the neighborhood to locate trouble spots or new tasks during your shift. Not every new career has a venue you must report to, though.

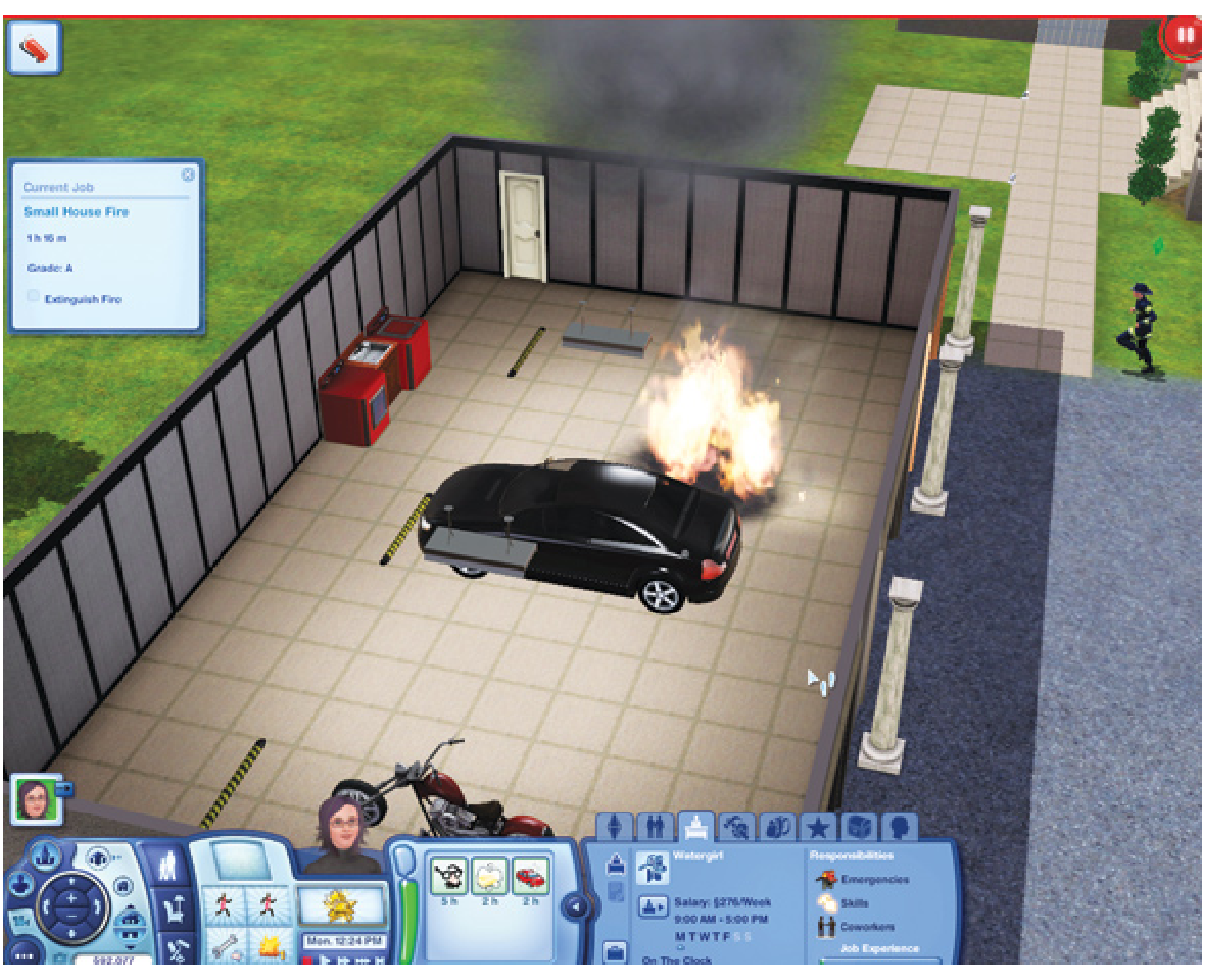
The Firefighter career may have you working out of the new fire station venue, but the Architectural Designer career is not at all anchored to a specific location. When not working for a client, you can be at home, if you like.



When you need to go on an assignment for an profession, you may do so from map view. In map view, icons for an assignment appear over relevant locations.

If your Sim is a Ghost Hunter, for example, small ghost buttons appear over one or two homes per shift to alert you of an assignment. Click on the button to go to that location and attend to the assignment.

Mousing over the button also reveals what type of assignment it is, and this may help you prioritize them. Because assignments usually must be completed before the end of a shift, it's very important to prioritize.



Current Job
Small House Fire
1 h 16 m
Grade: A
☐ Extinguish Fire

The requirements of an assignment appear in a blue tab on the screen's left so you always know what you need to be doing. This is called the Current Job box.

Responsibilities & Experience

In the original careers, promotions were doled out based on a number of different metrics, such as co-worker relationships and the development of related skills. In Ambitions, the new careers have different metrics: responsibilities and experience.

Each career has three responsibilities that you must stay on top of. These responsibilities are constant and do not change per promotion. The more of your responsibilities that you fulfill, the more experience you amass.

Experience points (XP) are the hard measurements for promotions. There is no guesswork. Once you reach a certain XP threshold, your Sim gets a promotion and all of the benefits that come with it.

Each career guide in this chapter details the responsibilities and how to best collect XP so you can rocket up the career ladder as fast as possible. After all, even though not every stage in the career may come with a cool, immediate benefit, no promotion comes with a negative.

Rewards

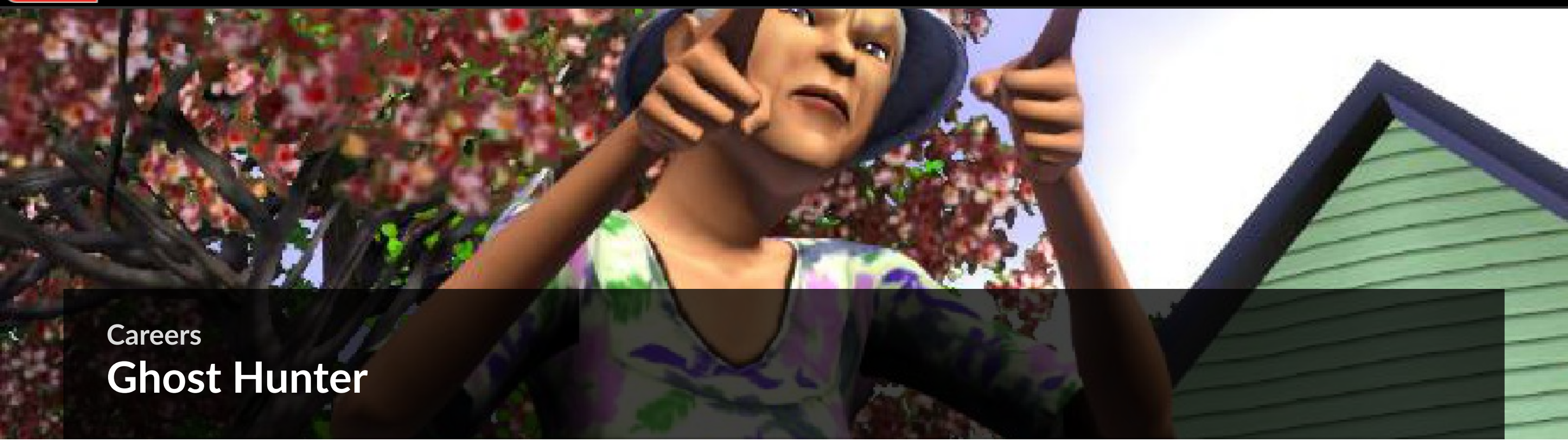
Every career comes with a paycheck at the end of the week, but there are additional rewards for a job well done. With certain promotion levels, you receive goodies like upgraded equipment or a new uniform.

There are reward objects, too. One of the earliest Firefighter rewards is a decorative axe to place on a wall on your lot.

You may also be called to City Hall from time to time to receive a service medal. Service medals are not just for show.

Collecting a service medal at City Hall results in an XP payout, too. So don't ignore a trip to City Hall when you are notified of a reward.

Many of the rewards can be placed on your lot, which results in environmental bonuses for whatever room they are in.



Careers

Ghost Hunter

When the sun dips below the horizon, restless spirits comes out to play. The good citizens of the neighborhood, however, don't necessarily see the fun or wonder in these hauntings.

They want these ghosts out of their houses as soon as possible, especially the noisy poltergeists that love to rattle dressers and beds at inhospitable hours.

Over time, the spectral activity in town gets even worse. By the time the Ghost Hunter has truly honed his skills in detection and exorcism, ghosts from centuries gone by are terrifying friends and neighbors.

Work Location: Various locations

How Hired: Report to science facility, answer computer ad, answer newspaper ad

Work Week: Late night shifts for five days per week, which can really turn a Sim's social life upside-down because of odd sleep schedules.

Salary Progression: The Ghost Hunter career has decent but unspectacular pay. The real money comes from collecting spirits and selling them to the local science facility.

Responsibilities:

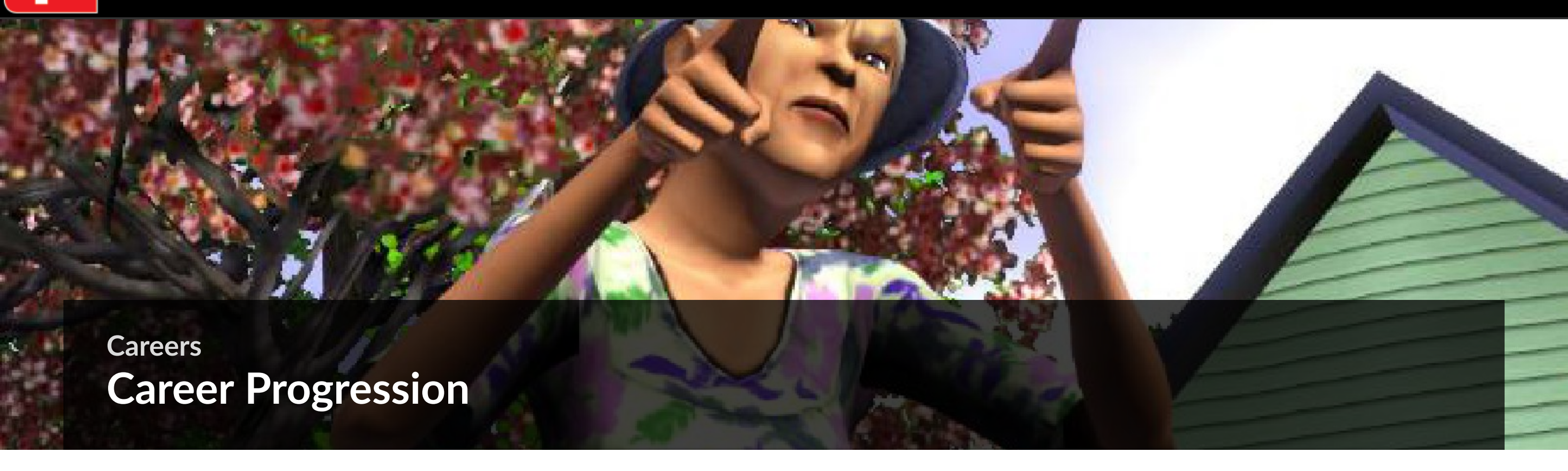
Investigate paranormal activity
Collect spirits
Improve Logic skill

Ghost Hunter – Career

Level	Title	XP Needed to Advance	Unlock	Work Days	Shift Start	Shift Length	Pay
1	Tarrot Card Reader	800	n/a	M,T,W,Th,F	5:00pm	10	$280
2	Ectoplasm Cleaner	1200	n/a	M,T,W,Th,F	5:00pm	10	$344
3	Spooky Noise Silencer	1600	n/a	M,T,W,Th,F	5:00pm	10	$400
4	Spirit Sweeper	2000	n/a	M,T,W,Th,F	5:00pm	10	$520
5	Séance Holder	2400	Spook-o-meter	M,T,W,Th,F	5:00pm	10	$640
6	Ghost Grabber	2800	n/a	M,T,W,Th,F	5:00pm	10	$840
7	Creeper Seeker	3200	n/a	M,T,W,Th,F	5:00pm	10	$1,144
8	Rare Medium	3600	Upgraded Banshee Banisher	M,T,W,Th,F	5:00pm	10	$1,480
9	Outstanding Occultit	4000	n/a	M,T,W,Th,F	5:00pm	10	$1840
10	Paranormal Expert		Spirit Scanner	M,T,W,Th,F	5:00pm	10	$2480

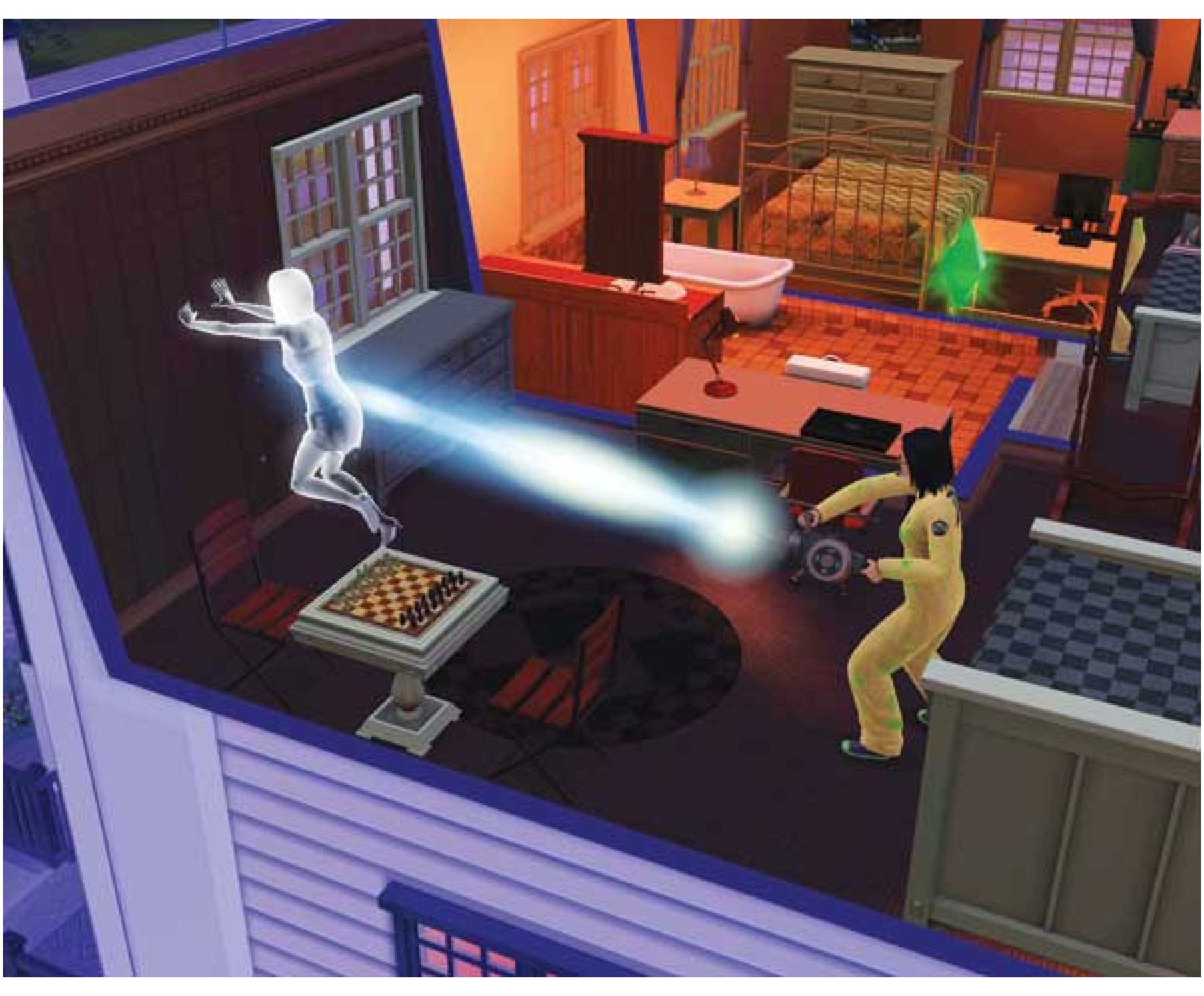
Ghost Hunter – Career Rewards

Action	Reward	XP Reward
Capture 15 Spirits	Spooky Trophy	100
Capture 75 Spirits	Ghost Hunter's Paranormal Medal	200
Capture 150 Spirits	Ghost Hunter's Bravery Ribbon	300
Deal with 7 Paranormal Investigations	Ghost Hunter's Spirit Medal	150
Reach level 10	Ghost Hunter's Key to the Town	150
Capture 25 SPirits at leevl 10	Paranormal Memento	300



Careers

Career Progression



When you first accept the Ghost Hunter career, nobody in town takes you seriously. Your cheap uniform certainly doesn't instill much trust.

However, as soon as you take on your first paranormal assignment, the people of your town—including the folks at City Hall—start to see your value.

This career does not have a venue you report to, but you should always be available during your business hours. During these nighttime work hours, your assignments are given out via map view.

Expect to be offered two assignments every night you are on the job. These assignments typically take place in homes, but can occur at venues like the community theater where you enter and do not come out for several hours.

Although the progression of assignments follows a typical difficulty curve (detailed in the next section), the locations and activities for these jobs are random.

No two Ghost Hunters will visit the same houses with the same hauntings. And when you survey your two assignments at the beginning of a shift, they are not always the same type of investigation.

You are immediately given the Banshee Banisher upon taking the job, which is your primary tool of the trade. This weapon allows you to collect spirits in the wild, saving citizens from sleepless nights and untold horrors.

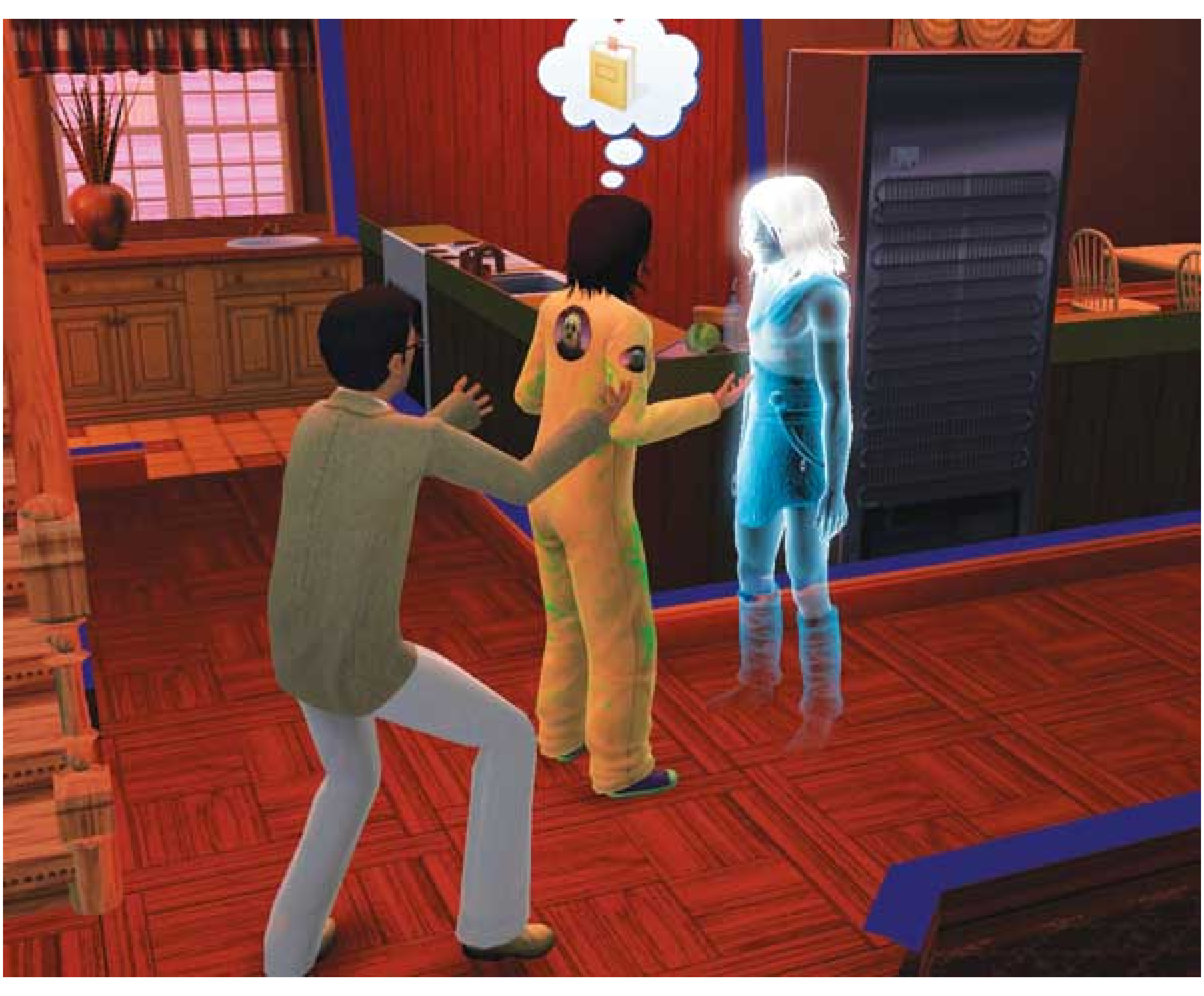
Tip

The Ghost Hunter receives the new, unique social, Show Off Banshee Banisher, which tends to impress other Sims.

You participate in several types of investigations in this career. Your Banshee Banisher, for example, receives upgrades that make it more powerful and capable of grabbing ghosts much faster and with more success.

That's important because time is often of the essence when dealing with a haunting. You must complete these ghostly gigs before sun up. The low-level Banshee Banisher has a decent fail rate.

You can lose the fight with a ghost, allowing it to escape to another part of the lot, which eats up time. If your Sim is not Brave, a ghost strong enough to escape the Banshee Banisher can give your Sim a good fright, which is a mood killer.



Though the Banshee Banisher is your best tool against the ghosts, there is a peaceful option to resolve some (not all) hauntings. As a Ghost Hunter, you can speak to the dead.

With a little Charisma, you can actually convince some of them to move on from this world into the next. You have three socials for doing this: Talk About Full Life, Put at Ease About Loved Ones, and Convince to Move On.

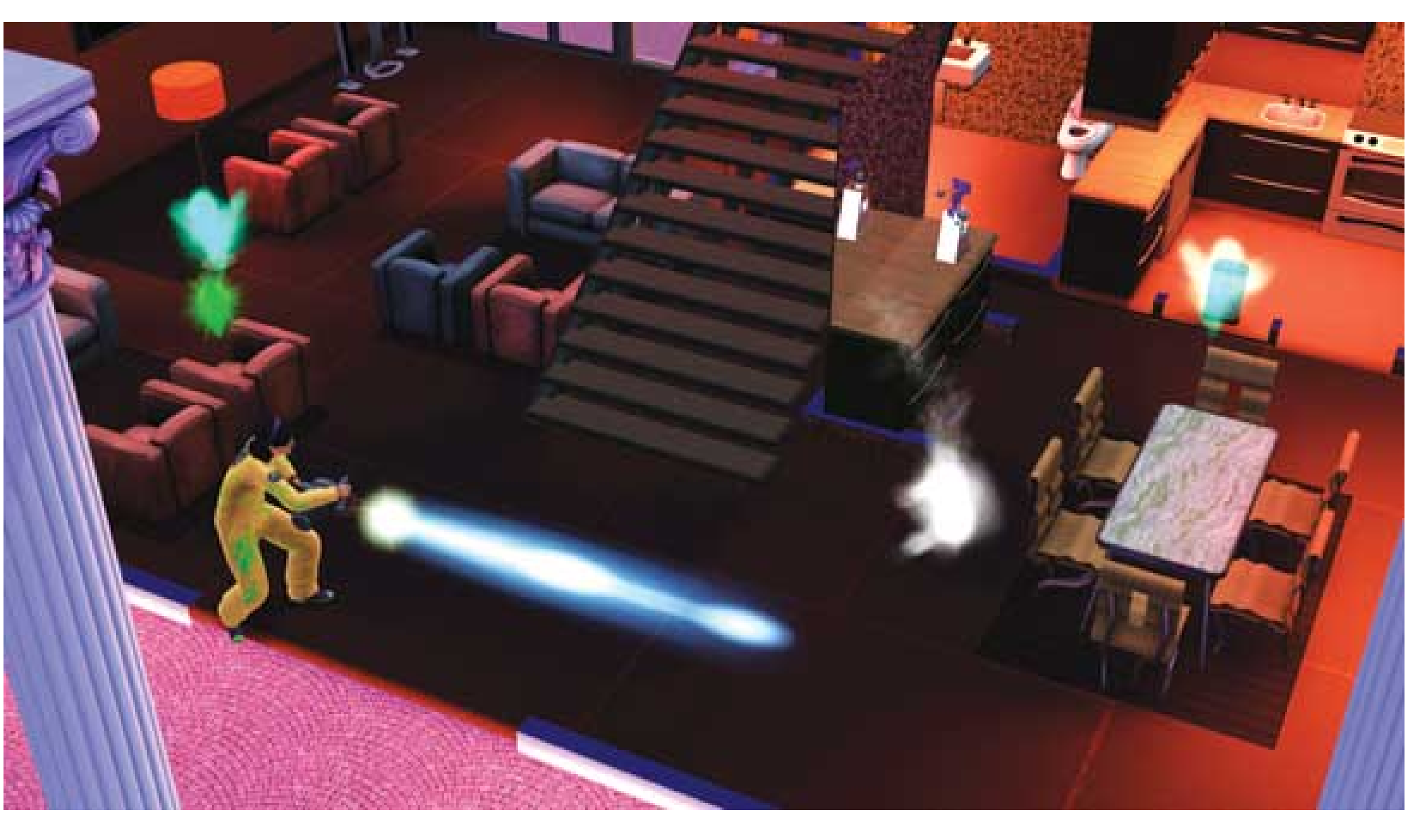
If you can get a fully formed ghost—not one of the small vapors seen in Spirit Invasions and Possessed Object assignments—to speak to you, you can befriend it. Start with Talk About Full Life, a pleasant ice breaker that sets the stage for moving on to Put at Ease About Loved Ones.

If the ghost is receptive, your relationship increases just as if you were speaking to a live Sim. Now, use both of these socials a few times to get chummy with the ghost (you can also try friendly or funny socials) before using the Convince to Move On social.

If you attempt to use this too early, you can infuriate the ghost. At this point, the only recourse is the Banshee Banisher.

Tip

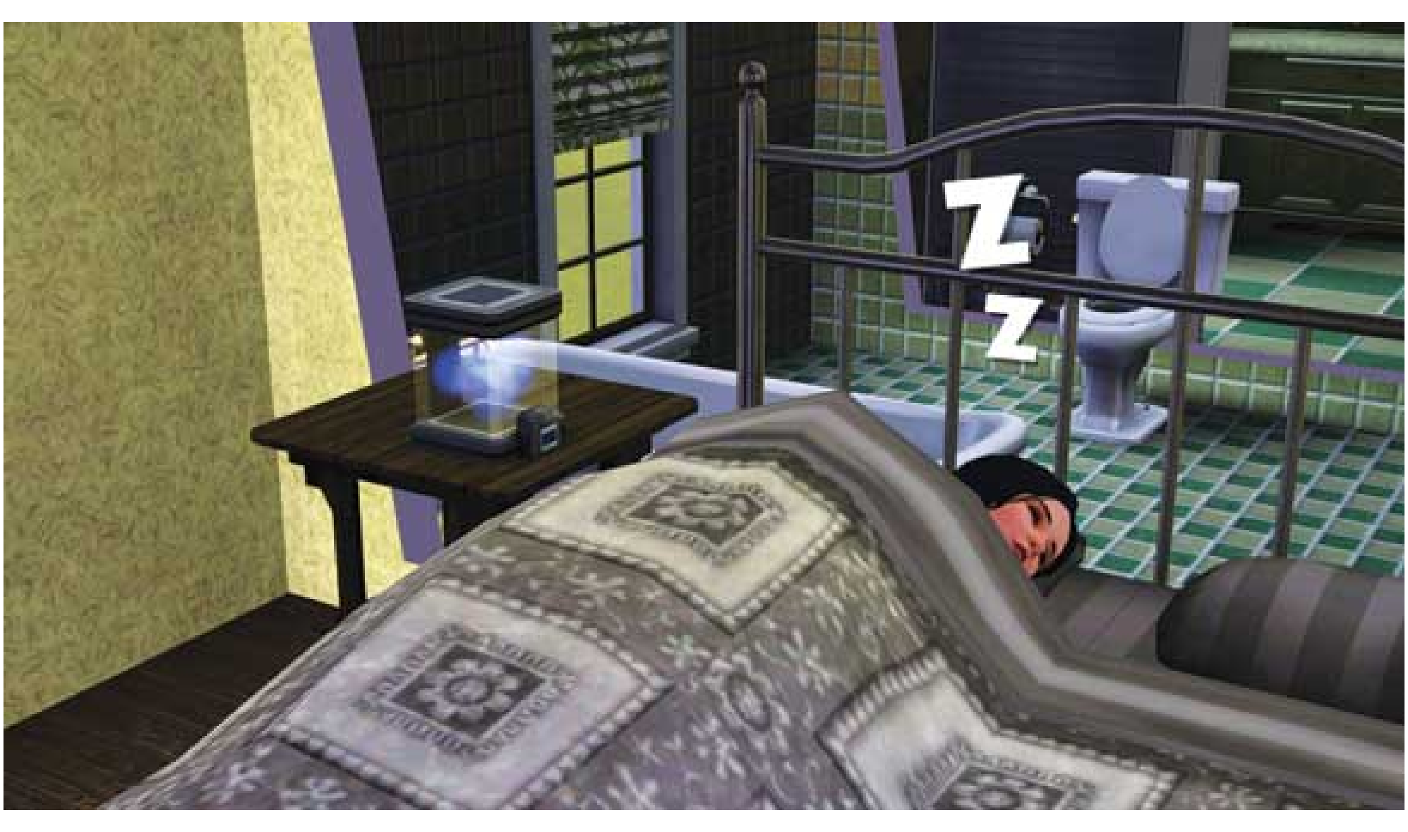
At level 8, though, your gift of ghostly gab improves. The chance of talking a ghost out of a house is increased.



Though the parameters of an assignment may change, the result is usually the same: the capture and containment of a ghost.

Once you have captured a ghost, you can do several things with it. The easiest is selling it to the science facility for cash.

You can keep ghosts in little containers around your lot for fun. However, you can also release ghosts back into town.

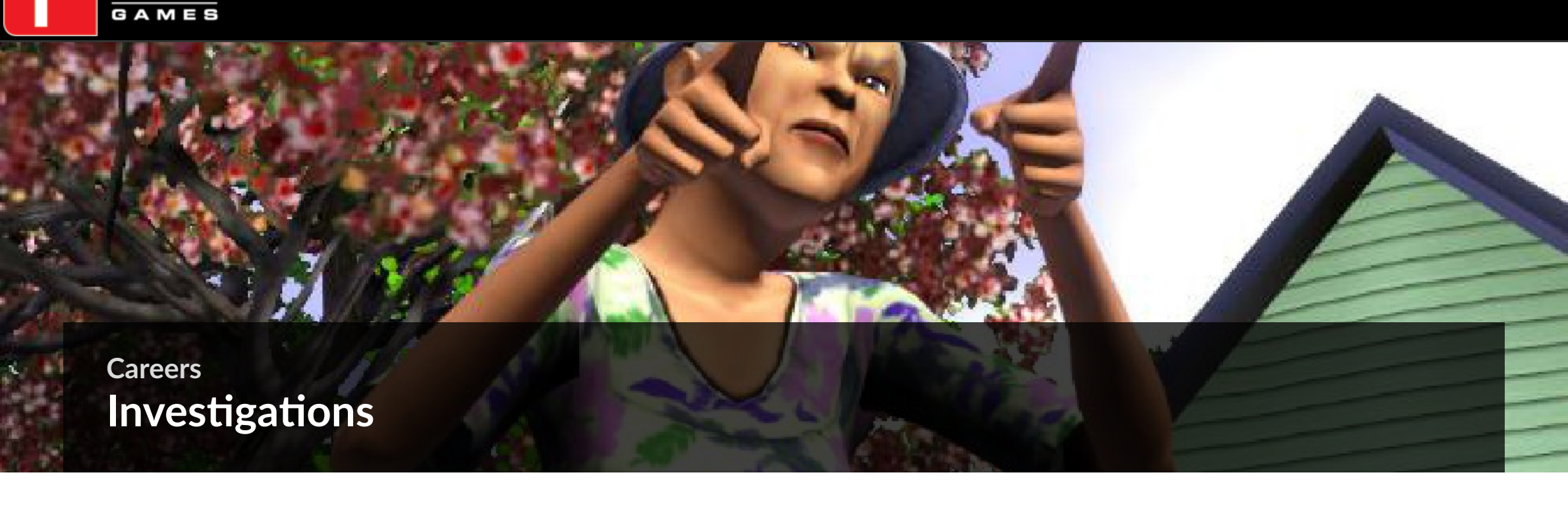


You can place contained ghosts around your house, just like bug-filled terrariums or fish tanks. Feel free to name these ghosts, too.

Though it may not be as thrilling as catching ghosts, developing the Logic skill is critical for advancing in the Ghost Hunter career. You must do this outside of assignments.

Read Logic books, look through a telescope at the stars, or play a little chess. Increasing your Logic skill not only pays out in XP, but the higher your Logic skill, the more XP you potentially earn during assignments.

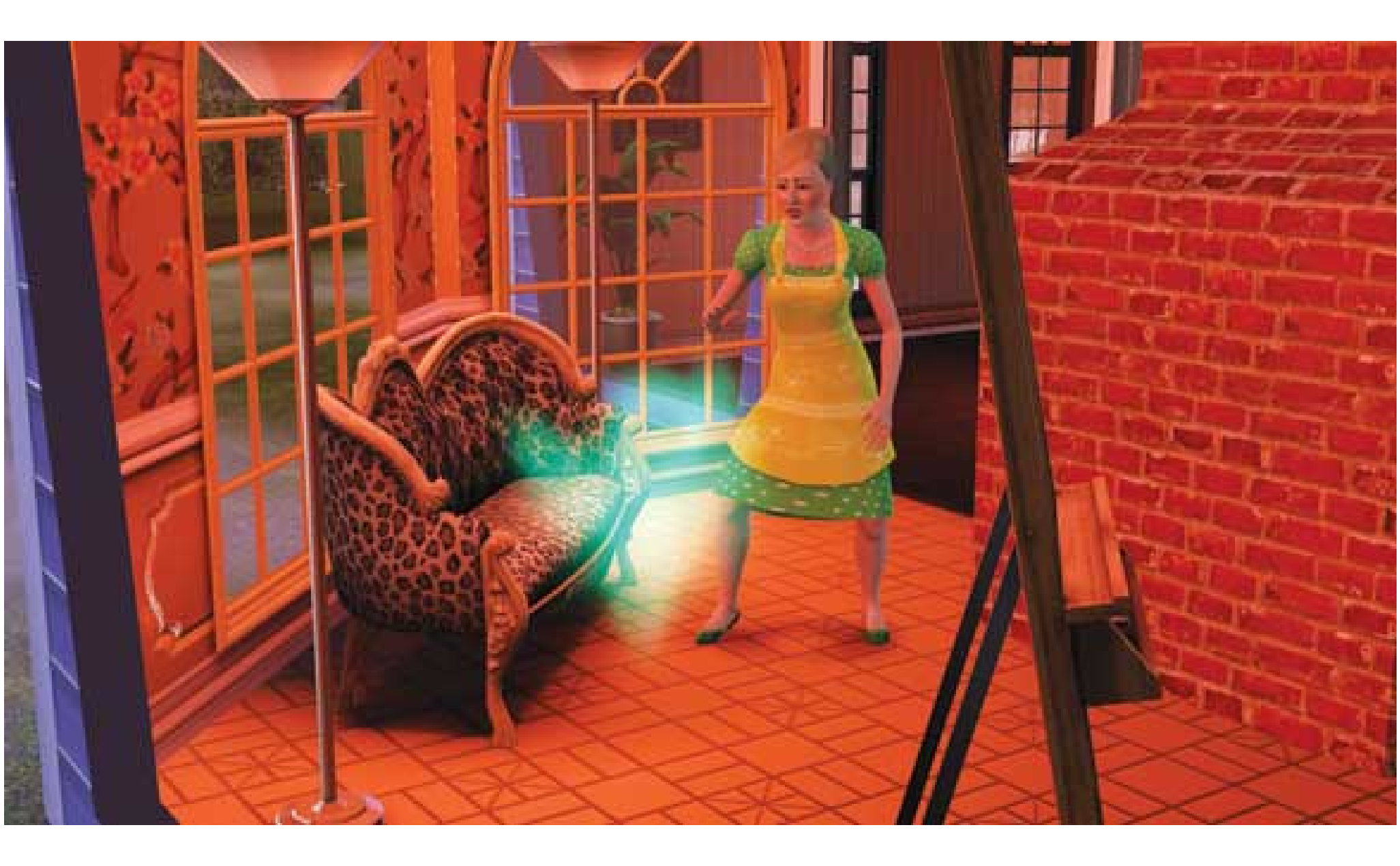
Once you have saved up some cash, it may prove useful to hire a Maid to clean up the house while you attempt to catch some much-needed sleep during the day.



Careers

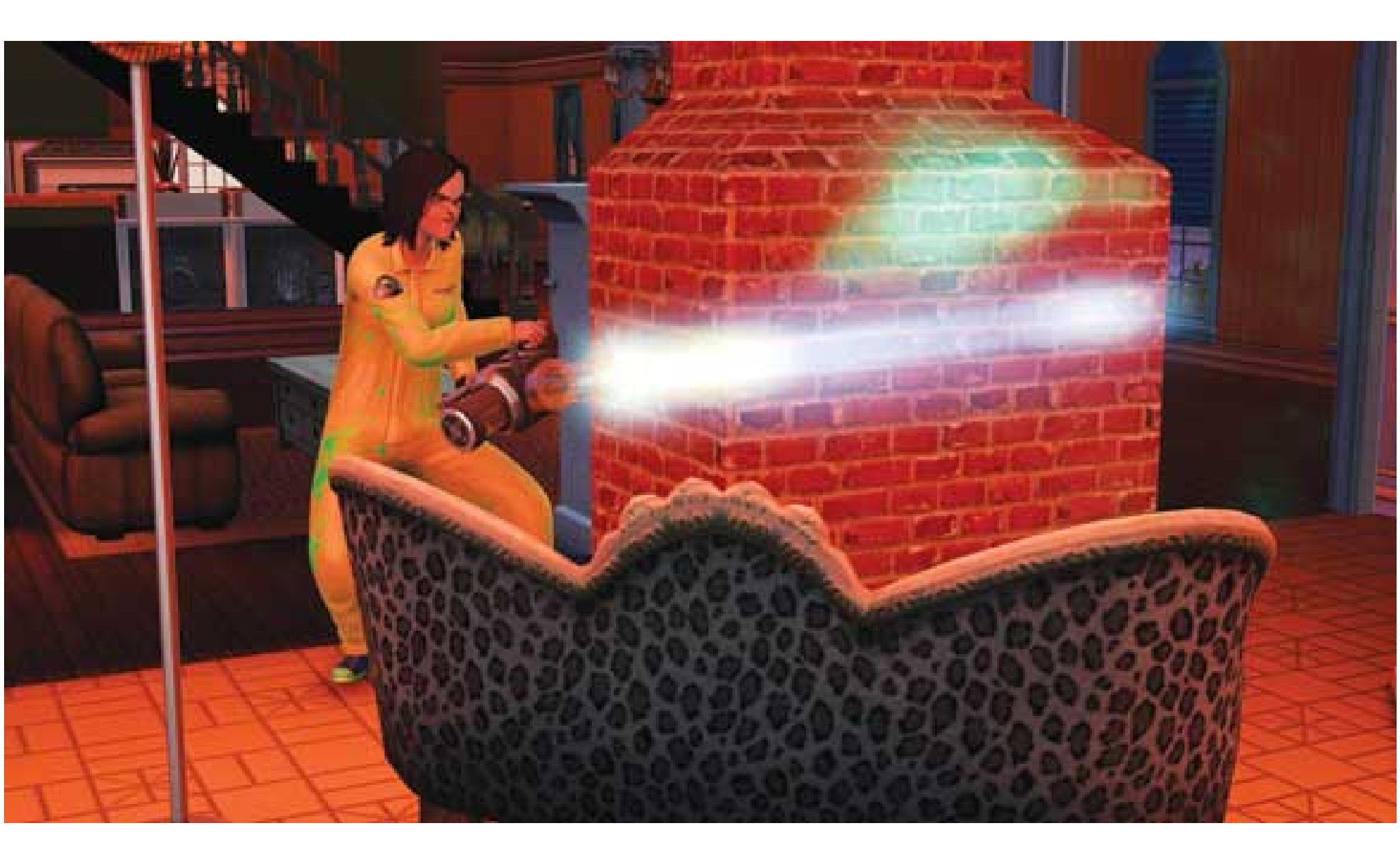
Investigations

There are five types of assignments for the Ghost Hunter career. They roll out in the order below, but mingle with previously opened investigation types once unlocked.



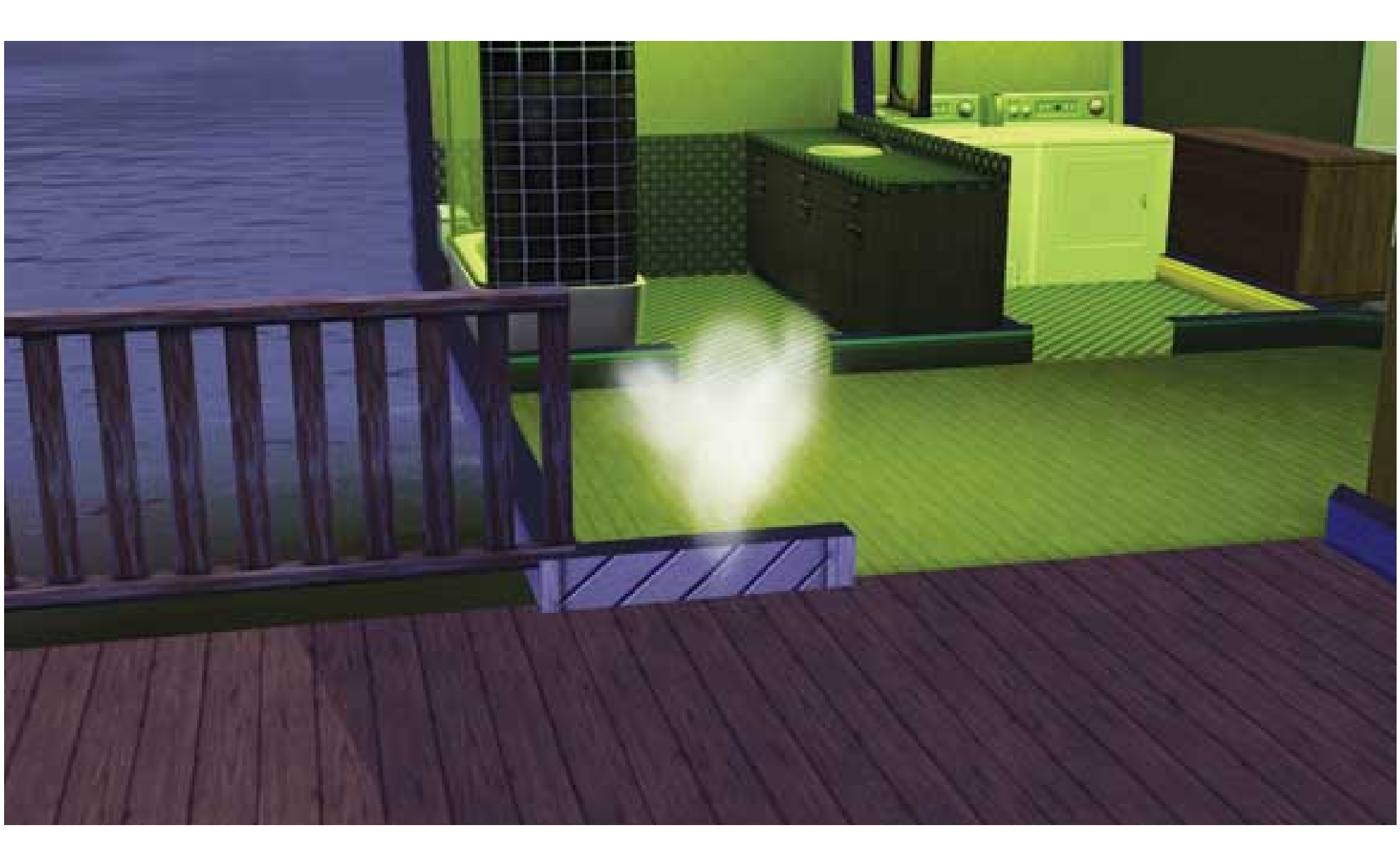
When you enter a property to perform an investigation, the house lights turn different colors and you hear creepy (but amusing) music. You know you have completed the assignment when the lights return to normal.

Spirit Invasions

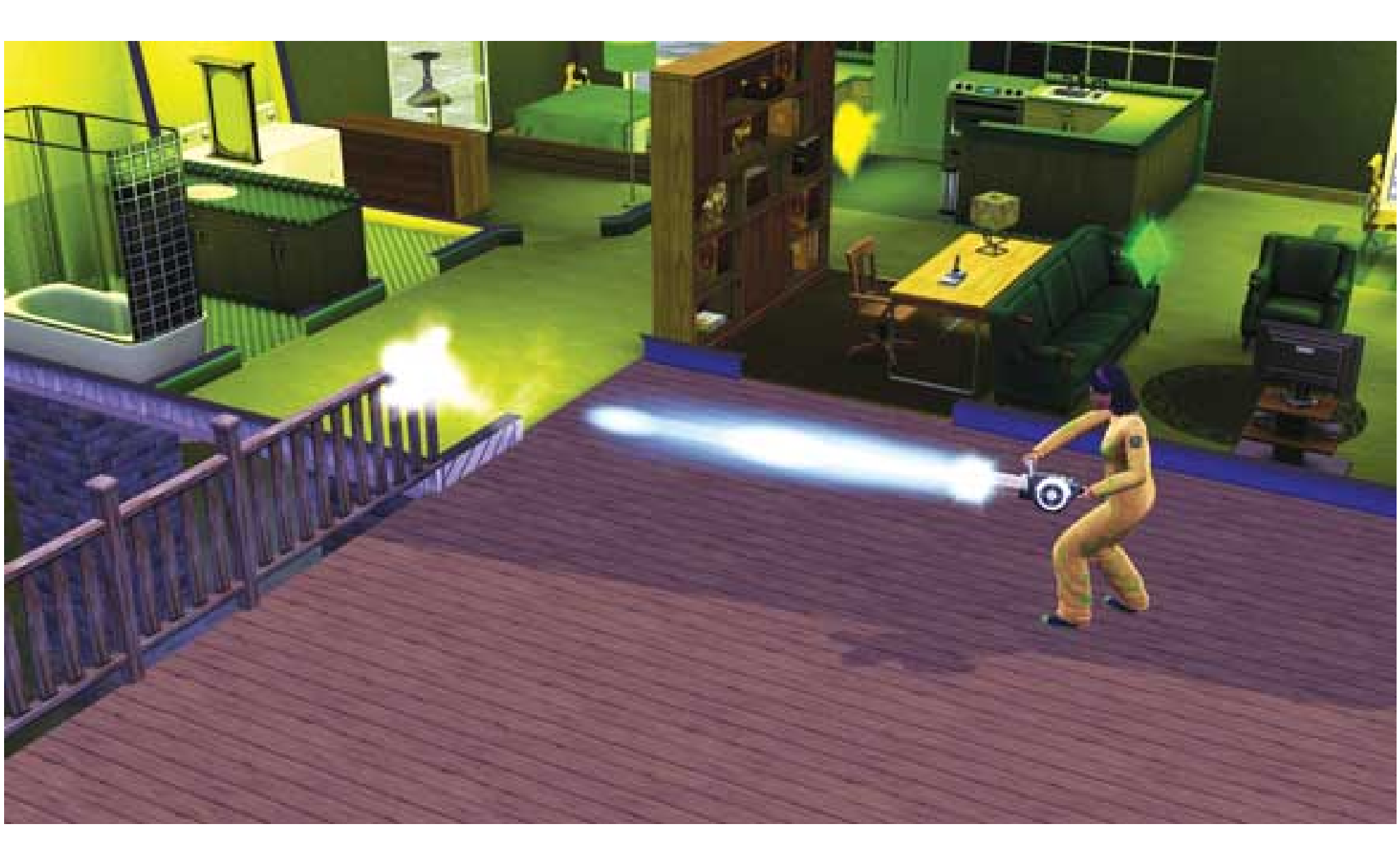


Spirit Invasions are the most basic of hauntings. Eliminate all spirits (vapor-like little nasties) on the lot to complete the assignment.

Spirits can be inside or outside, and don't forget to look on all of the floors of a house, too. The spirits may be different colors, but they all behave the same way: they bob and wave for a few moments before disappearing and reappearing elsewhere on the lot.



Your typical neighborhood spirit



Click on a ghost and choose the Banish interaction to shoot it with the Banshee Banisher. The number of spirits on the lot are noted in the blue box on the screen's left, so keep busting until the house is all busted out.

The residents of a house remain upset as long as the spirits are on the lot. Once the assignment is complete, you can either take off for the next job or hang around and visit with the household.

Unless you are super-rude, you have a good chance of starting positive relationships because the ghost-busted inhabitants are so grateful.

Paranormal Investigation

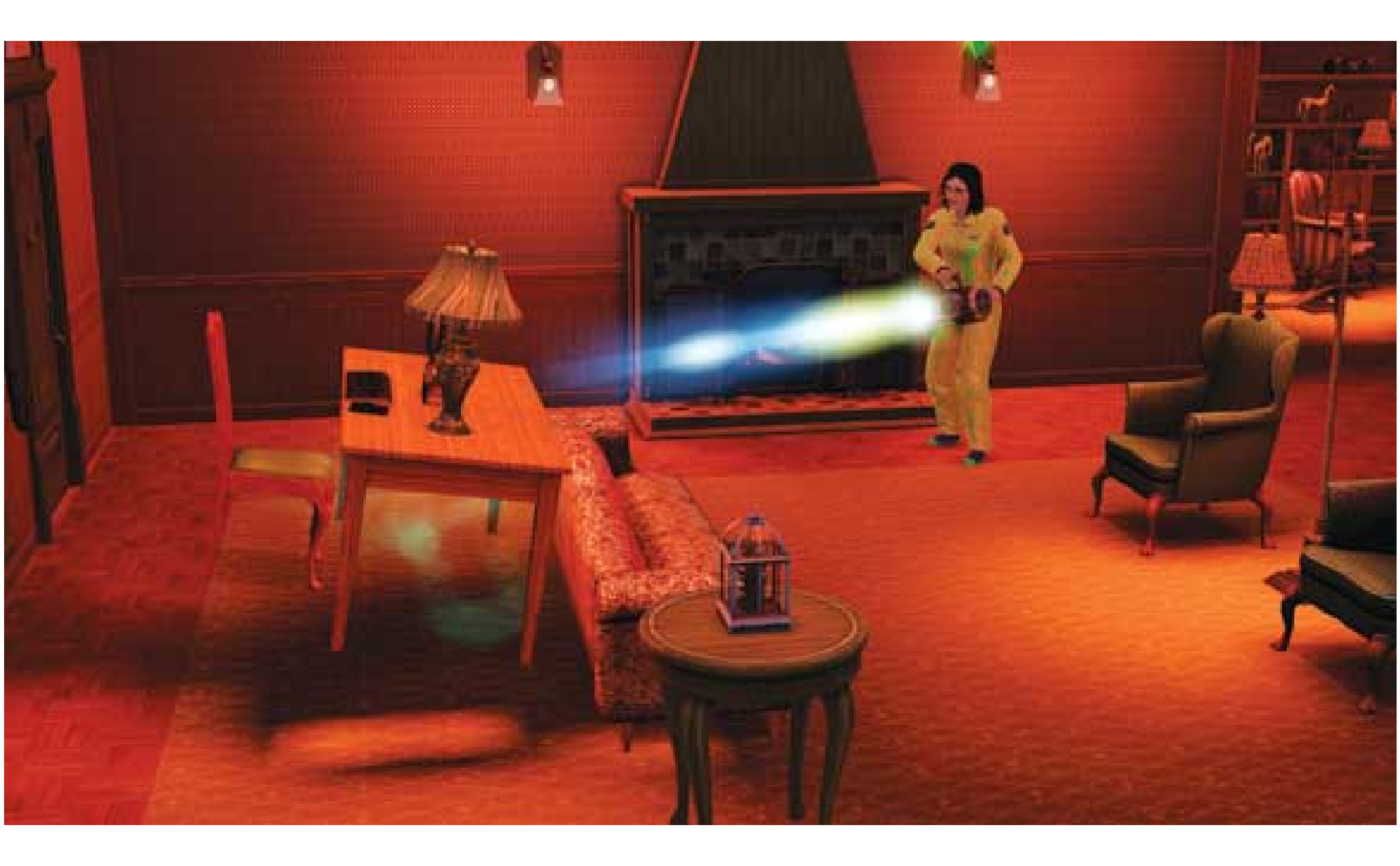
Occasionally, you must report to one of the venues where you disappear inside to investigate paranormal activity. These assignments take three or more hours to complete.

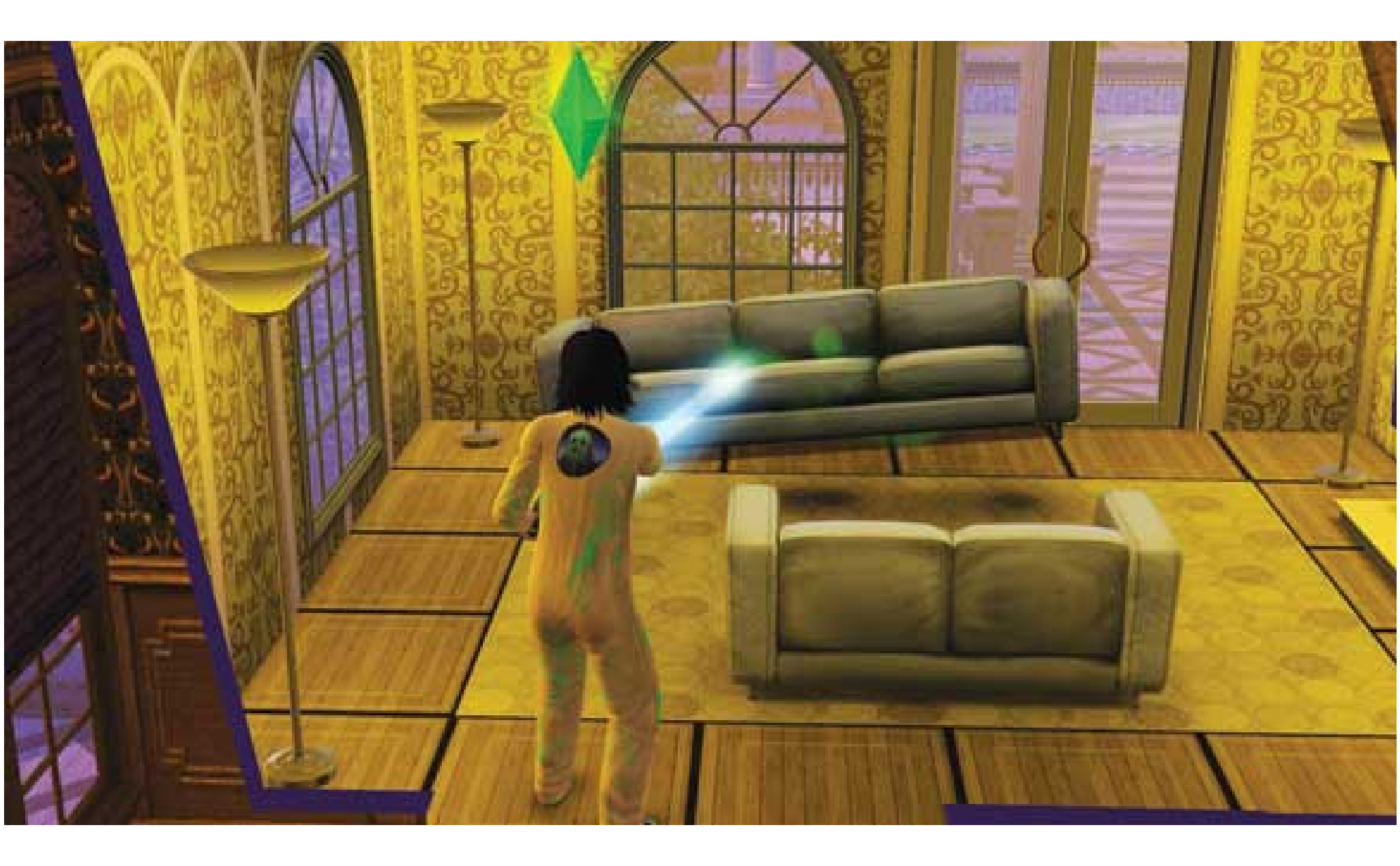
During the assignment, you cannot take on any other jobs or address any of your Sim's needs. These investigations can take place at many different spots, such as the theater, the stadium, the supermarket, and more.

Tip

Because these assignments take additional time, you may wish to complete any other assignments before disappearing into the community venue.

Poltergeist Haunting



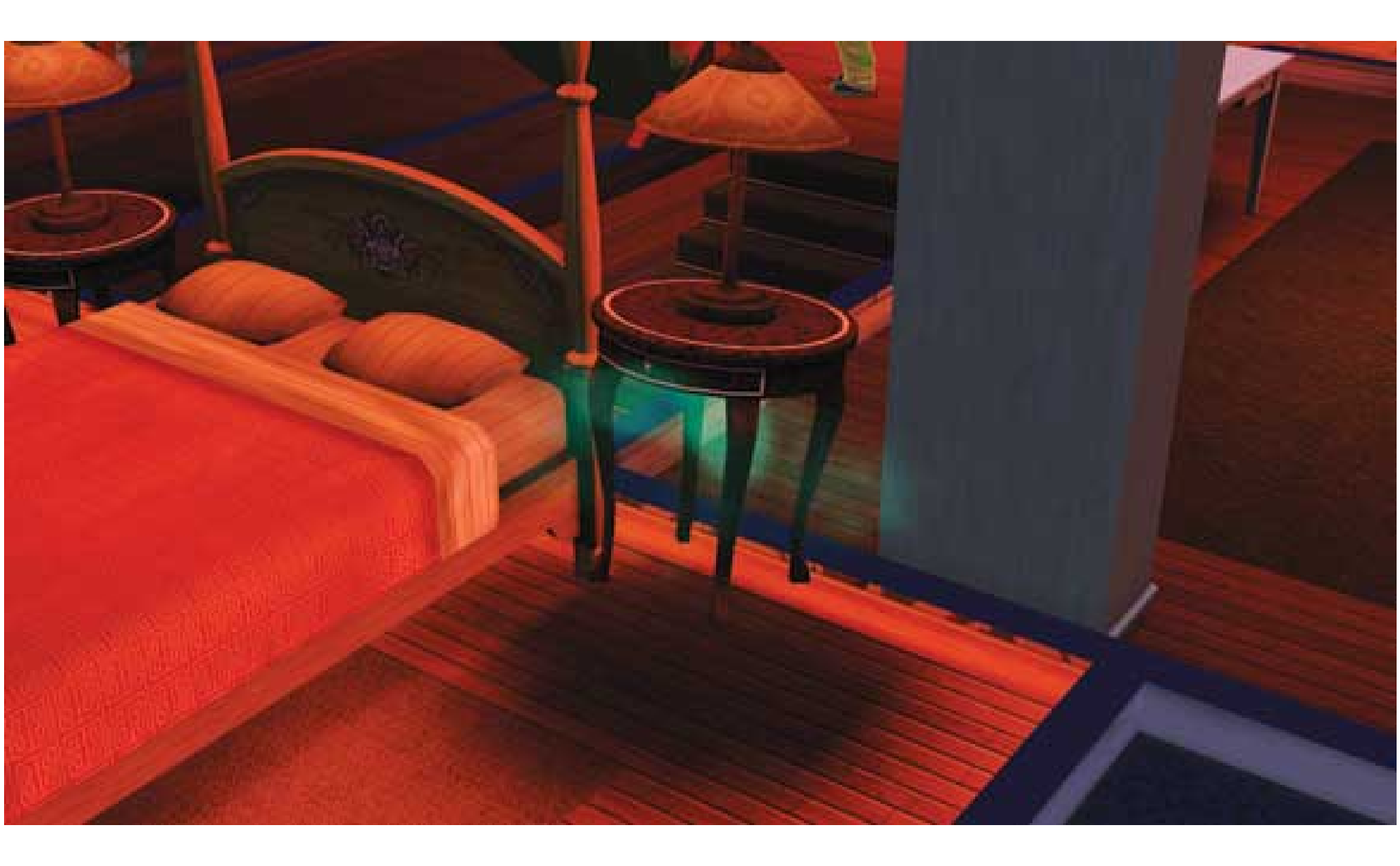


Poltergeists are a special type of ghost that are strong enough to interact with physical objects. When clients begin complaining about possessed objects, you know you're dealing with a poltergeist.

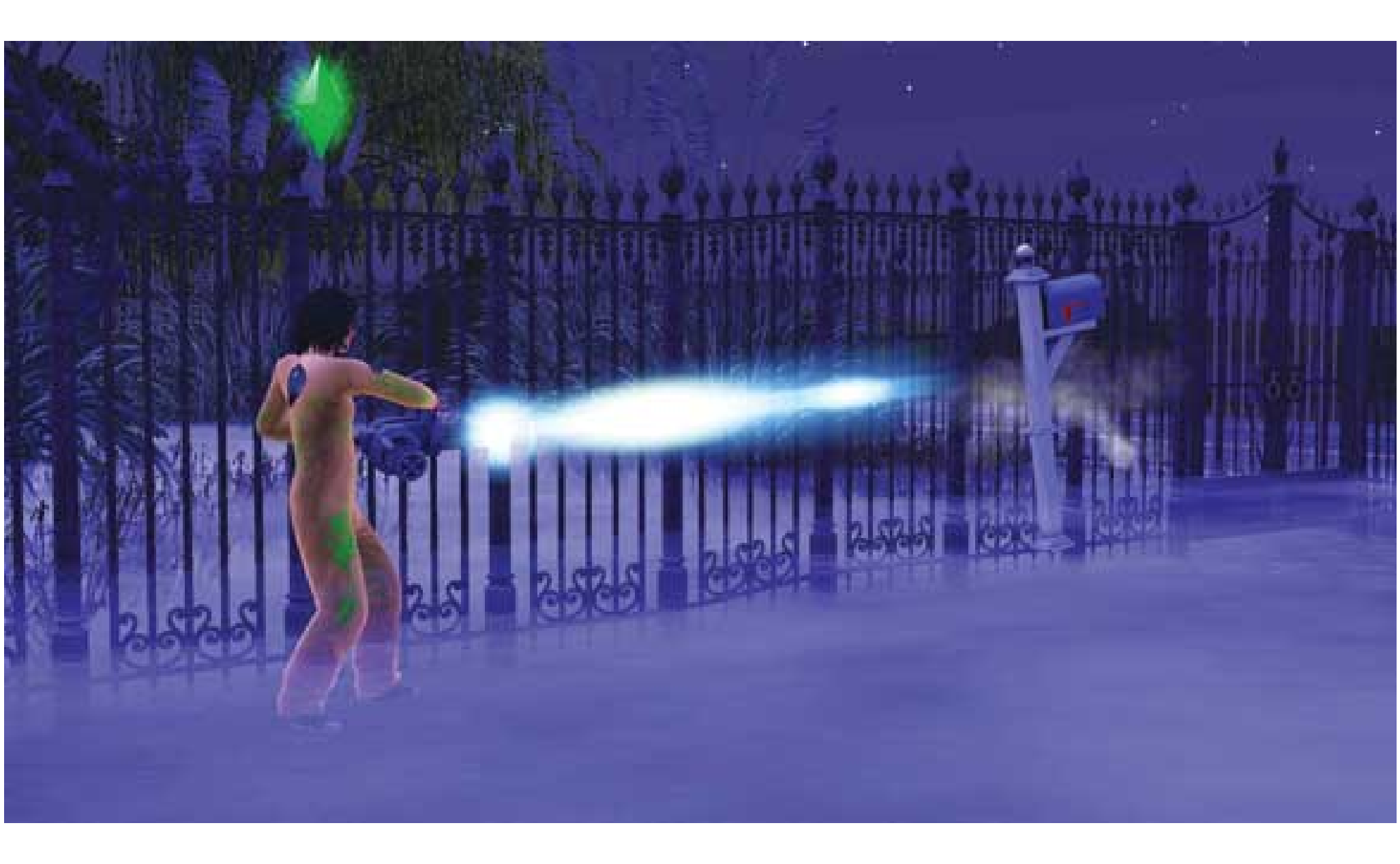
Go to the affected house and scan the premises for shaking and bucking objects, like beds or bookcases. Poltergeists can possess almost any object, so be on the lookout for any movement from an object that, well, shouldn't be moving.

Click on the possessed object and use the Exorcise interaction. You unleash the Banshee Banisher to yank the poltergeist out of the object.

It is possible to fail, though, at which point the poltergeist can scare a non-Brave Sim before slipping into another object on the lot.

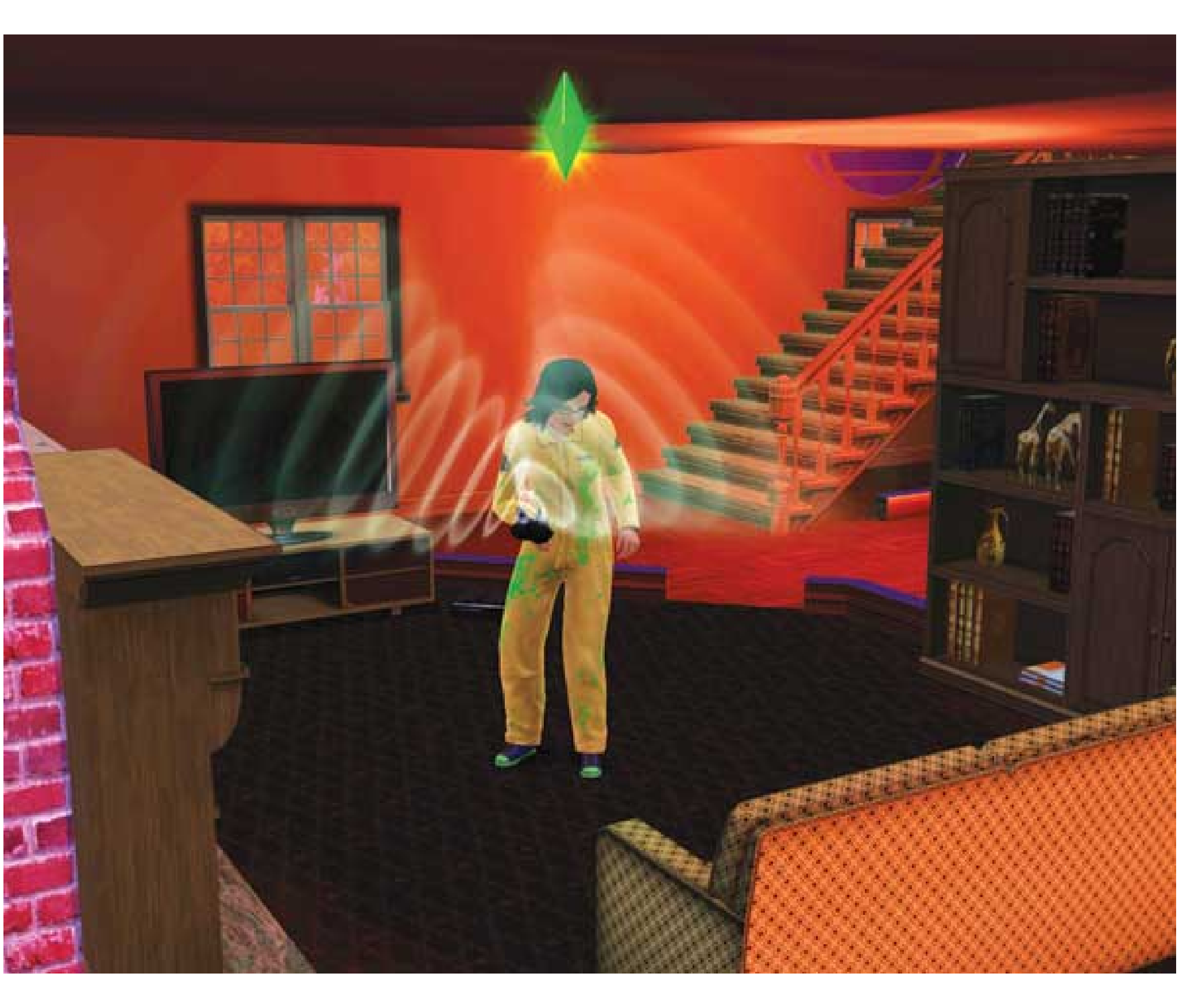


Look for wisps around possessed objects.



Can't find that last possessed object? Don't forget to check objects outside the house but still on the lot, such as the mailbox.

Ghostly Presence



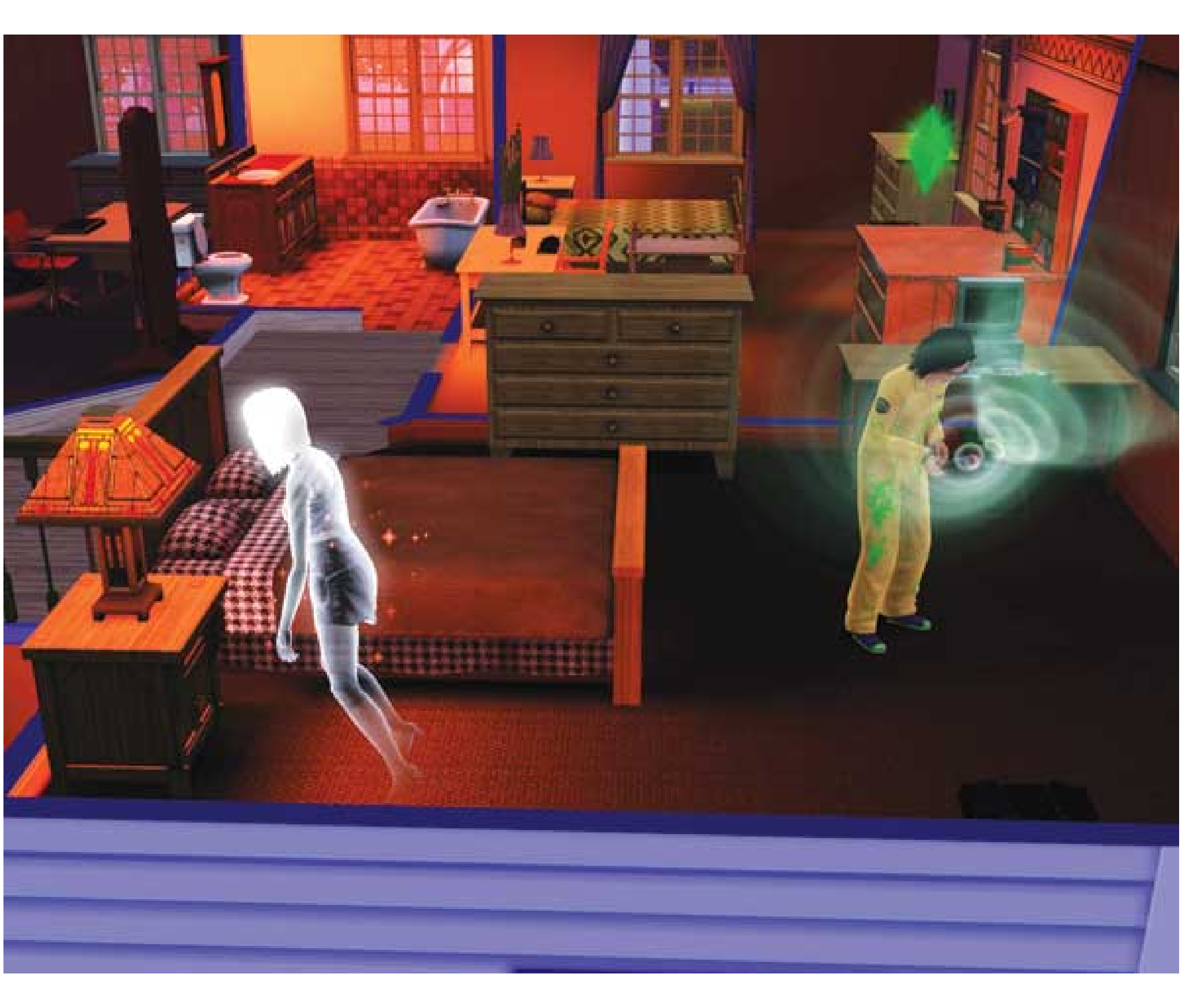
Once you receive the Spook-o-meter at level 5, you can take on the Ghostly Presence assignments. These investigations are more complex and time-consuming than Possessed Objects or Spirit Invasions.

You must locate the ghosts hiding in the house by clicking on the floor in a room and choosing the Scan for Ghosts interaction.

Your Sim pulls out the meter and starts looking for signs of a ghost. If there is no ghost in the room, you're told to check out a different room.

Note

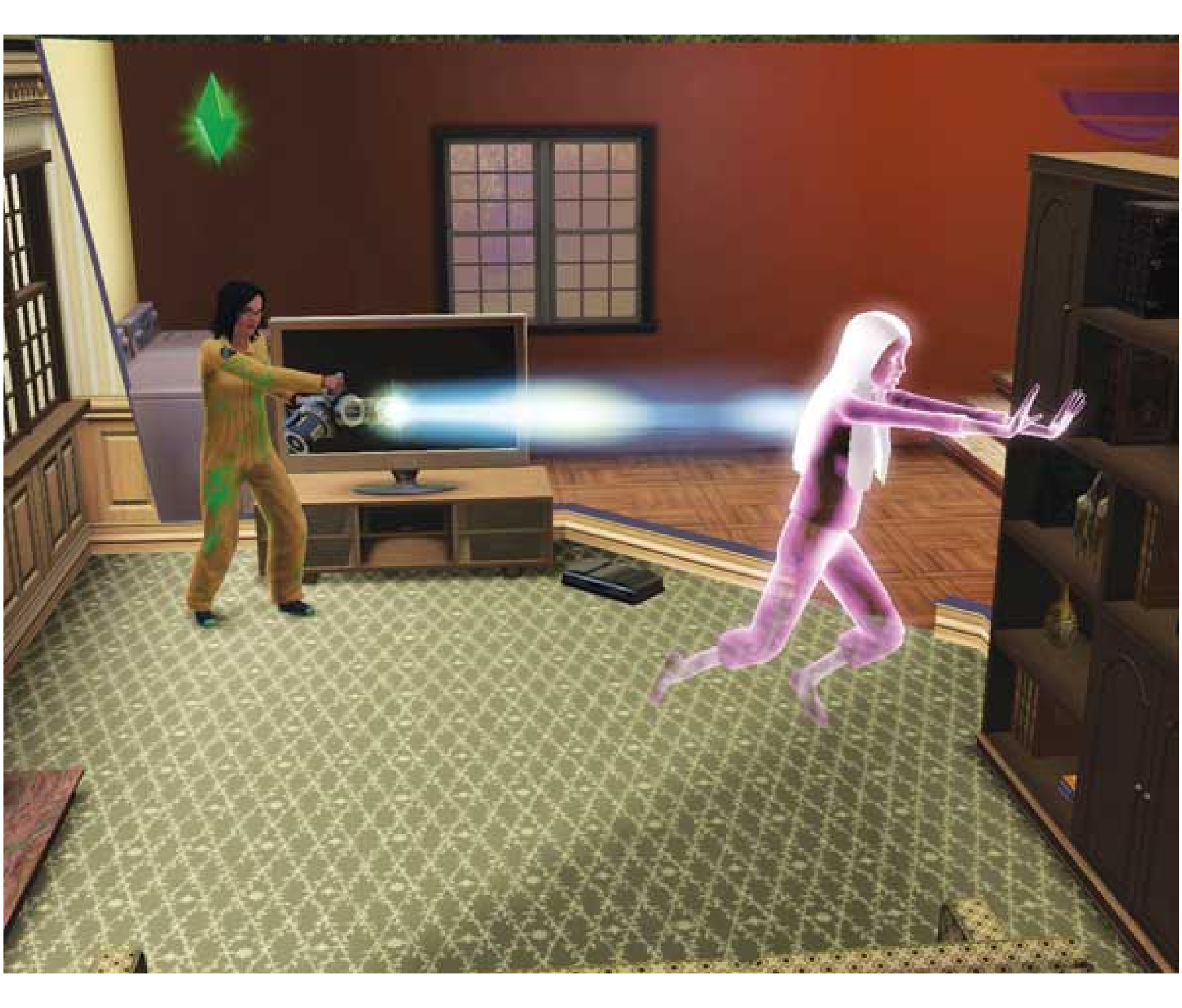
The Current Job box shows how many ghosts you must find. Once a ghost is found, it appears as a ghost that needs to be evicted.



If there is indeed a ghost in that room, look for signs of it. A ghost that died via fire is preceded by red sparkles. A drowned ghost first appears as dripping water. Within a few seconds, the ghost's full form appears.

These look like normal ghosts of deceased Sims, not little vapors. You can then see the ghost's name. At this point, you have two choices to deal with the ghost.

You can either use the Banshee Banisher to capture it or attempt to talk it into leaving the house.



If you choose the Banshee Banisher route, expect a greater fight than with a spirit or poltergeist. These ghosts will pull away.

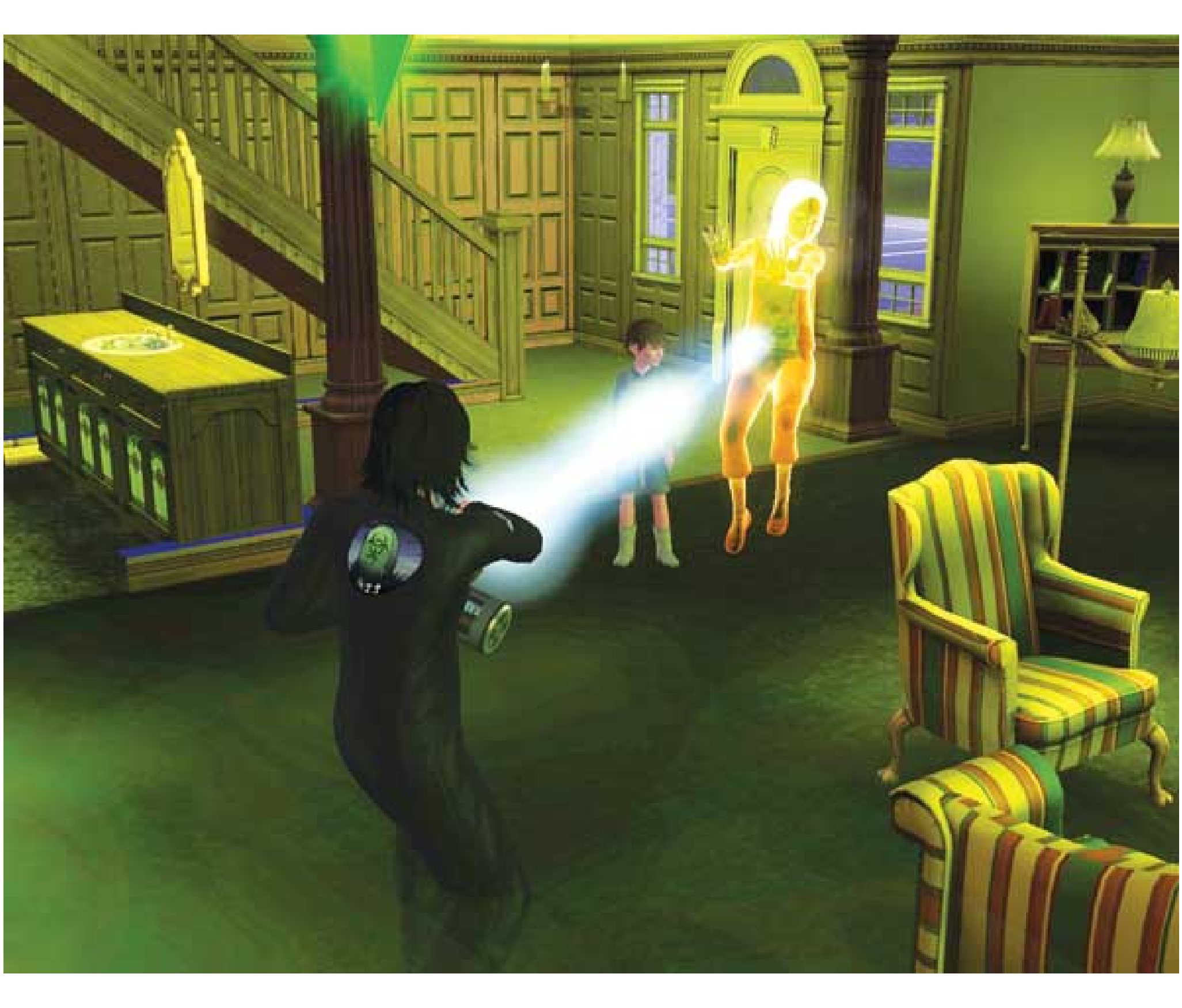
If successful, they can scare a non-Brave Sim or even turn around and mock them. However, keep at it. Eventually, the Banshee Banisher takes the fight out of them and they submit to your persistence and power.

Caution

Because ghosts can fly through walls and objects, they may attempt to break the space between you and it. Ghosts can even float to a corner you simply cannot reach.

This naturally frustrates your Sim, but there's just not much you can do except wait for the ghost to float to another part of the house.

Angry Ghostly Invasion

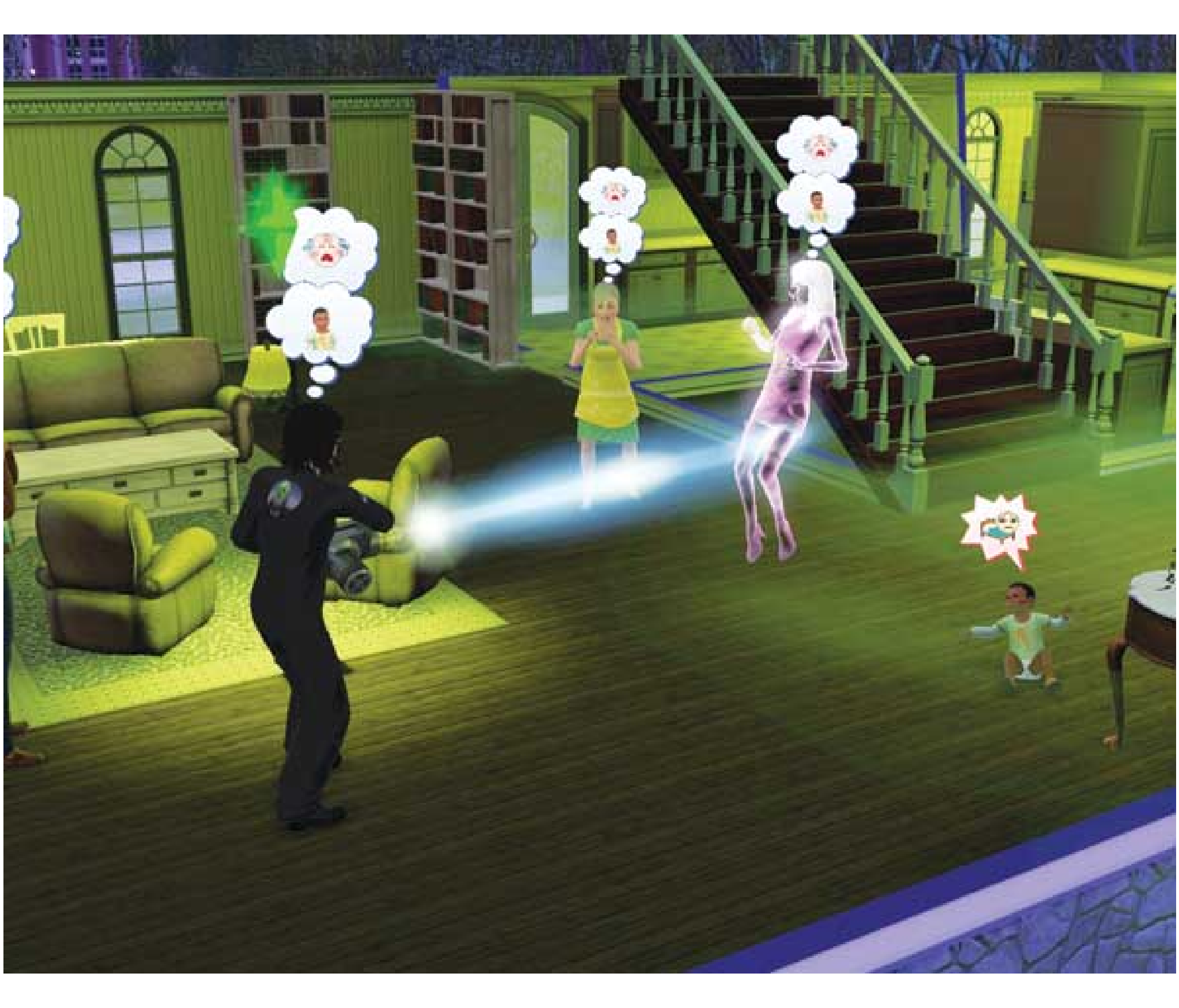


The final type of investigation is the Angry Ghost Invasion. These assignments are similar to the Ghostly Presence assignment, except the ghosts are not hidden.

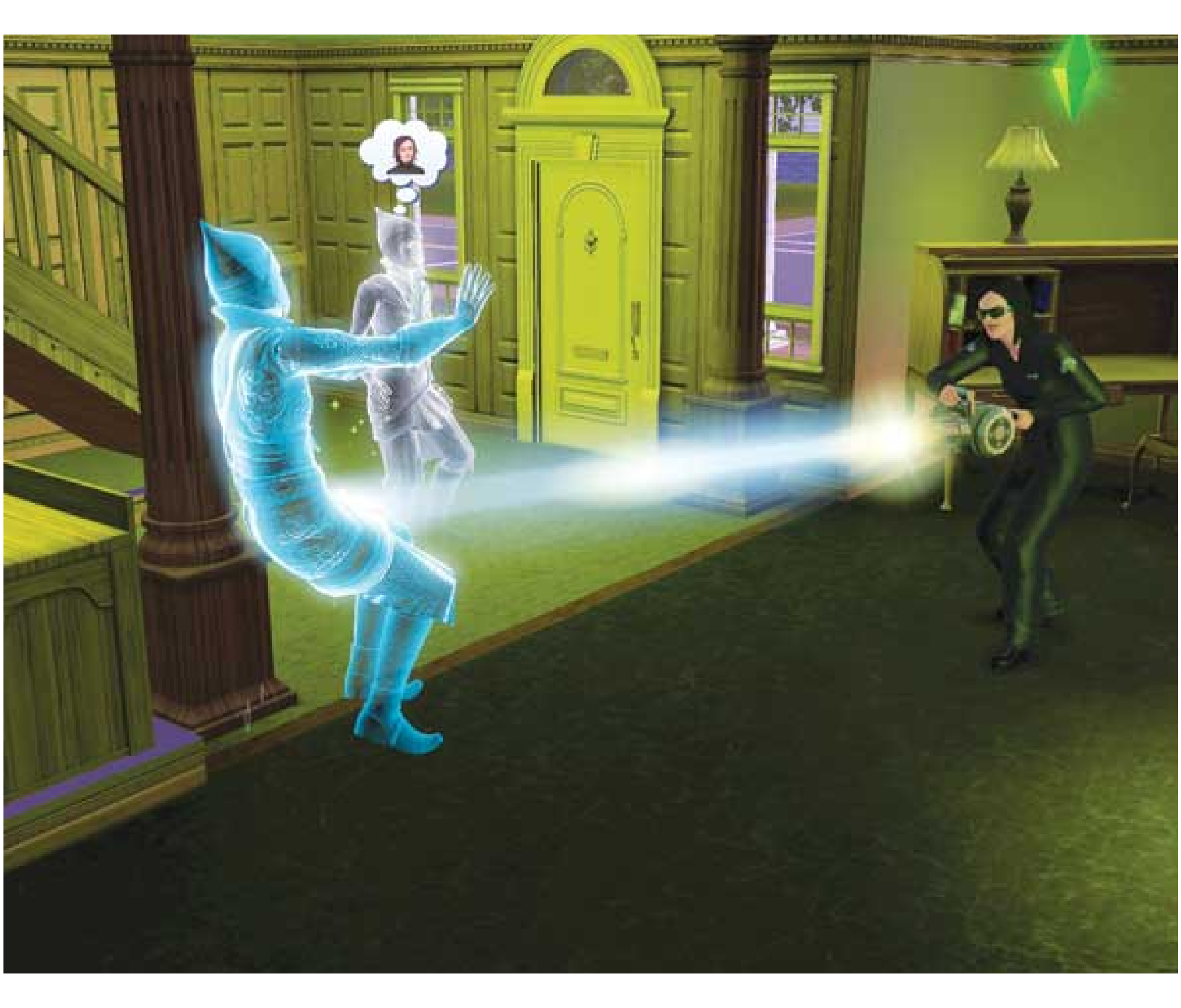
These brazen banshees are right out in the open, terrorizing the residents of the house (and you, unless you have the Brave trait).

Deal with these ghosts via the Banshee Banisher (which has likely been upgraded by this point) or through coaxing socials.

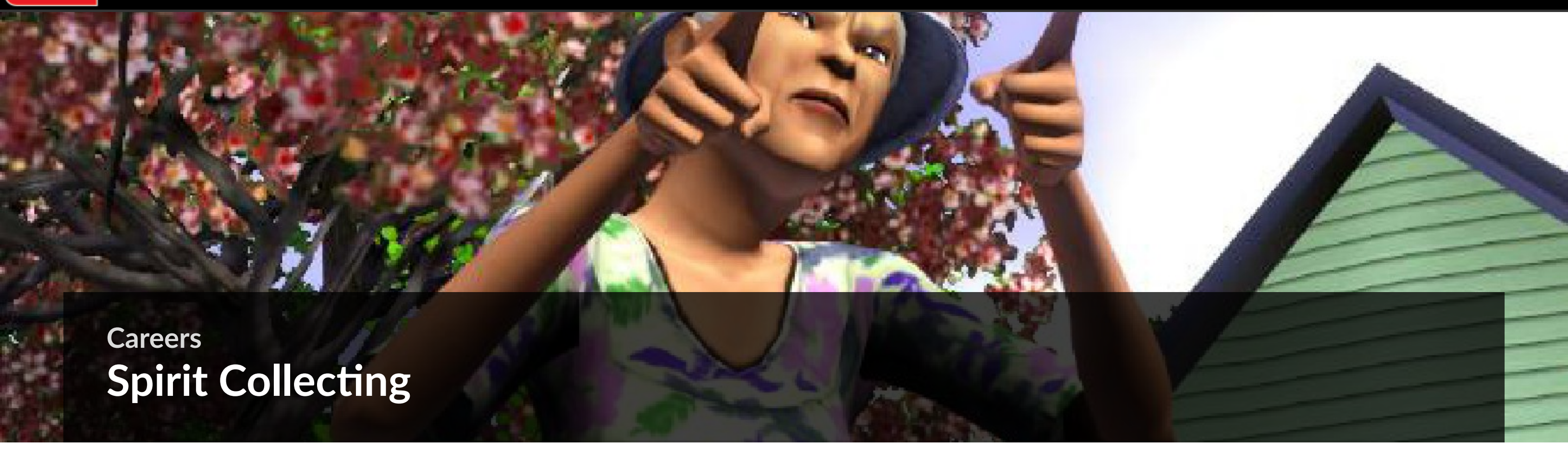
If you are at level 8, you have a much easier time talking these ghosts into peacefully moving on to the afterlife.



Angry ghosts tend to upset everybody in the house. If one of the ghosts is really disturbing the residents, zero in on it first.



Many angry ghosts wear the traditional clothes of past civilizations. These ancient ghosts are worth more Simoleons than ghosts with modern dress.

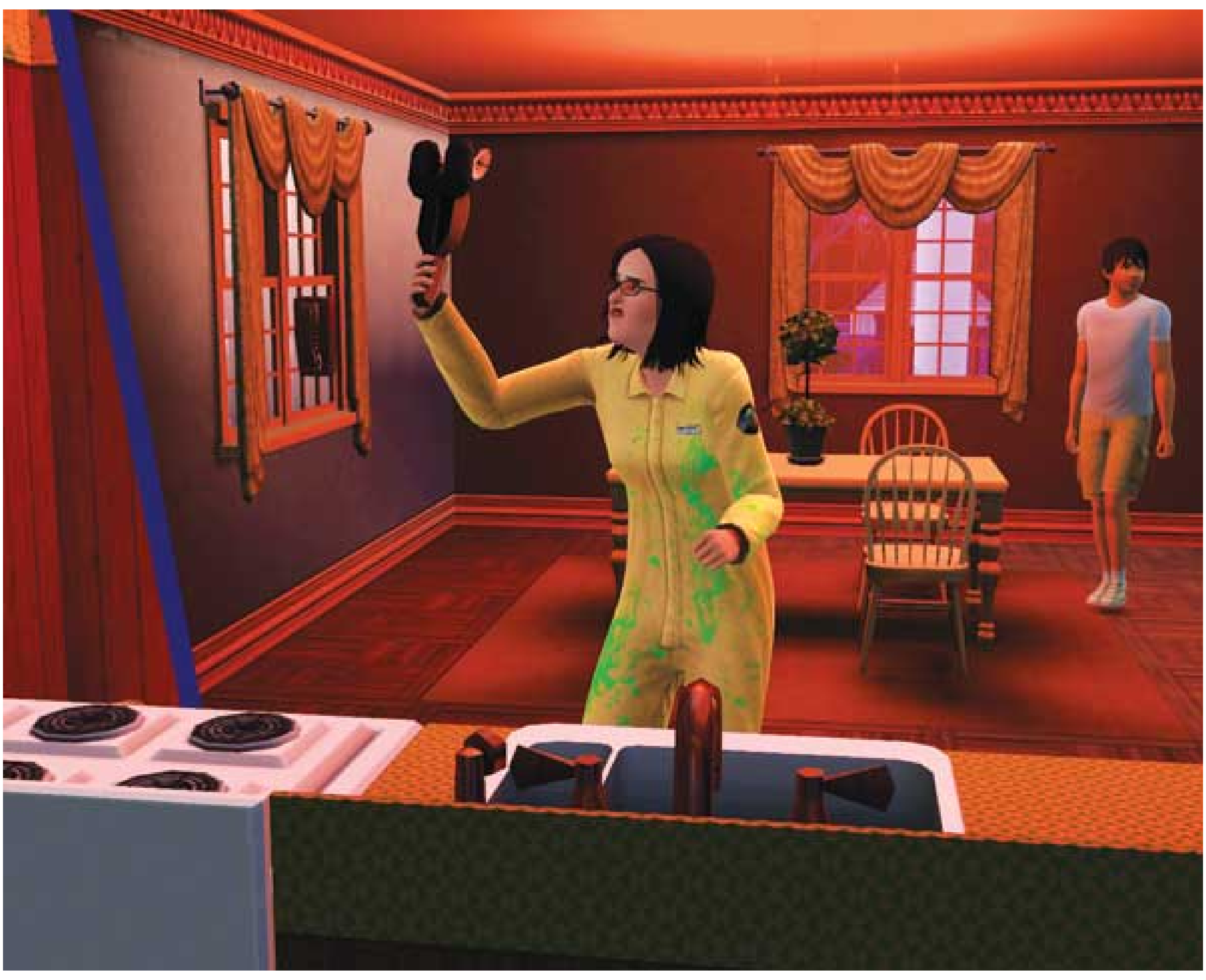


Careers

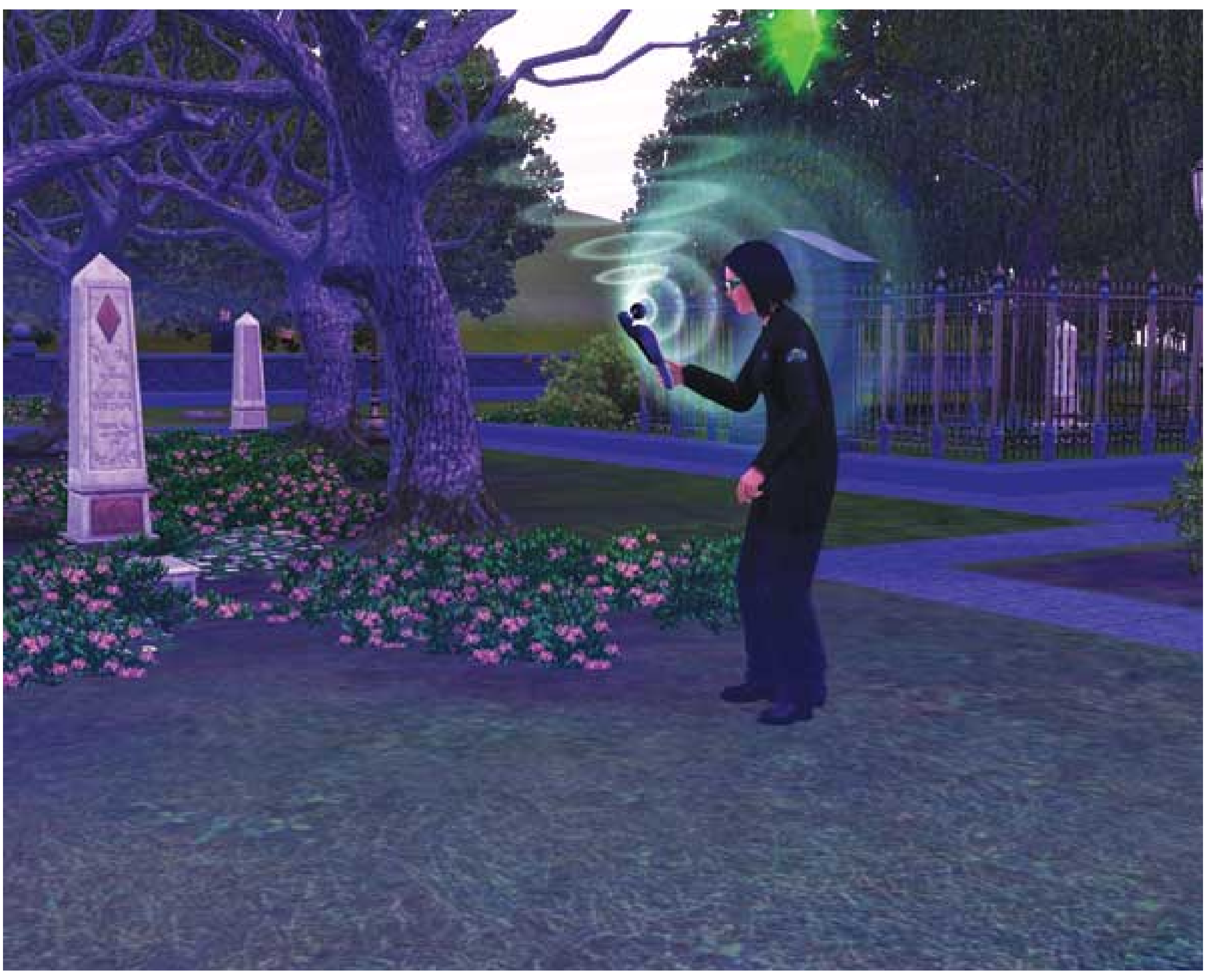
Spirit Collecting

As soon as you receive the Spook-o-meter at level 5, an entirely new facet of the Ghost Hunter career opens: Spirit Collecting. Now, you collect plenty of ghosts and spirits while on the job.

But you can also use this special object outside of assignments to locate ghosts in the wild. You can find ghosts at the graveyard, a park, laundromat, or any other community lot where your Sim does not disappear upon entering.



The Spook-o-meter



To seek these spirits, use the exact same steps as Ghost Invasions. When you visit a community lot, click on the ground and then choose the Scan for Spirits interaction. Your Sim goes to that location and whips out the Spook-o-meter.

After you use your equipment a few moments, any spirits in the immediate area will appear. Then, simply pull out the Banshee Banisher and get to work collecting the ghost the same way you would on any of your normal assignments.

Caution

If you do not collect the revealed spirit right away, it will move to another spot in the immediate area.

Every spirit you collect results in additional XP. While you can get promotions in the Ghost Hunter career without this side activity, it will certainly take much longer to do so.

Regularly sell your spirits for Simoleons at the science facility so you can buy new objects for your lot, such as a telescope to help develop your Logic skill. Ghosts have different values, both in Simoleons and XP, depending on the type of the spirit and how "old" it is.

A young spirit—one that hasn't been dead for that long—is not worth as much as an ancient spirit.

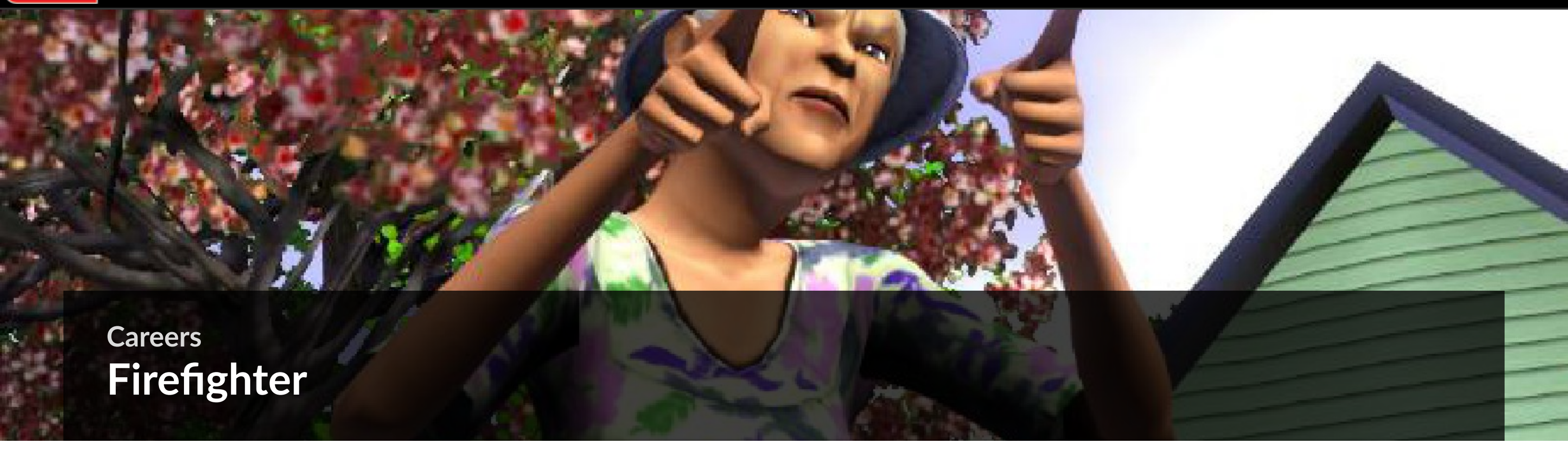
Spirit Type	Base Value
Kind	50
Friendly	75
Frightened	100
Lost	200
Jealous	400
Wrathful	600
Evil	1000

Note

The type and age of spirits is completely random. Just because you are a level 8 Ghost Hunter, for example, doesn't mean you automatically start sucking up more ancient spirits.

Tip

As soon as you reach level 10 of the Ghost Hunter profession, you receive the Spirit Scanner. It reveals the locations of collectible ghosts on map view, taking the guesswork out of sniffing out these valuable specters.



Careers

Firefighter

Few figures cut a braver profile than the Firefighter. The Firefighter is a local hero, dedicated to saving both lives and property when a fire breaks out at either a community venue or a private residence.

This career is an absolute roller coaster, as a Firefighter can spend hours enjoying the relative peace of the fire station, working on projects or exercising to stay in shape, only to have the alarm break out.

Then, you hop on the fire engine to tear across town and extinguish the flames before anybody gets hurt. This is one of the most rewarding careers of Ambitions, thanks to the general awe the community shows you as you carry a child out of a burning house.

Work Location: Fire station

How Hired: Report to fire station, answer computer ad, answer newspaper ad

Work Week: Normal business hours during the week, although the shift gets a little shorter (and starts later) as you earn later promotions

Salary Progression: The Firefighter career has a solid salary that only gets better over time.

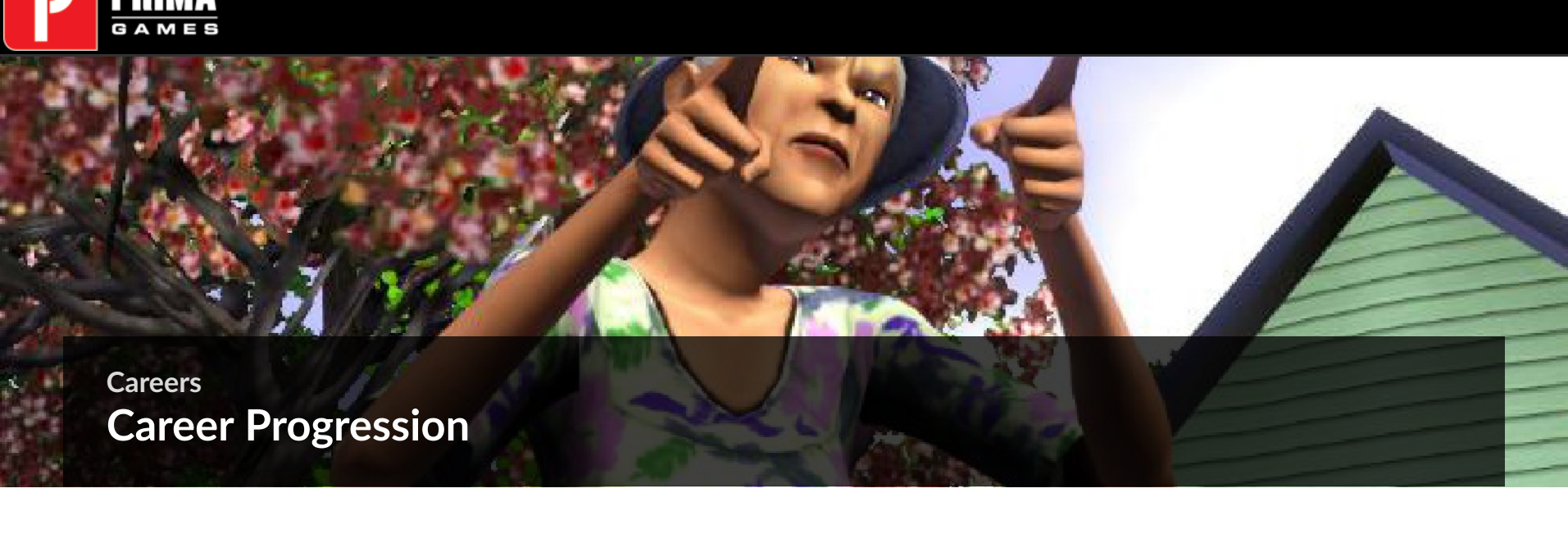
Responsibilities:
Respond to emergencies
Improve Athletic and Handiness skills
Befriend fellow Firefighters

Firefighter – Career

Level	Title	XP Needed to Advance	Unlock	Work Days	Shift Start	Shift Length	Pay
1	Water Boy/Girl	400	I'm a Firefighter social	M, T, W, Th, F	09:00:00	8	§276
2	Soot Stripper	600		M, T, W, Th, F	09:00:00	8	§340
3	Fire Safety Instructor	800		M, T, W, Th, F	09:00:00	8	§400
4	Hose Handler	1000	Firefighter Axe wall ornament	M, T, W, Th, F	09:00:00	8	§520
5	Fireman/woman	1200	Personal upgradable fire extinguisher	M, T, W, Th, F	10:00:00	8	§640
6	Fire Sergeant	1400	Hanging Fire Suit wall ornament	M, T, W, Th, F	10:00:00	8	§840
7	Fire Captain	1600		M, T, W, Th, F	11:00:00	6	§1,132
8	Backdraft Specialist	1800		M, T, W, Th, F	11:00:00	6	§1,480
9	Assistant Fire Chief	2000	Immune to Fire hidden trait	M, T, W, Th, F	12:00:00	5	§1,840
10	Fire Chief		Fire alarm, fire engine for home use	M, T, W, Th, F	12:00:00	5	§2,480

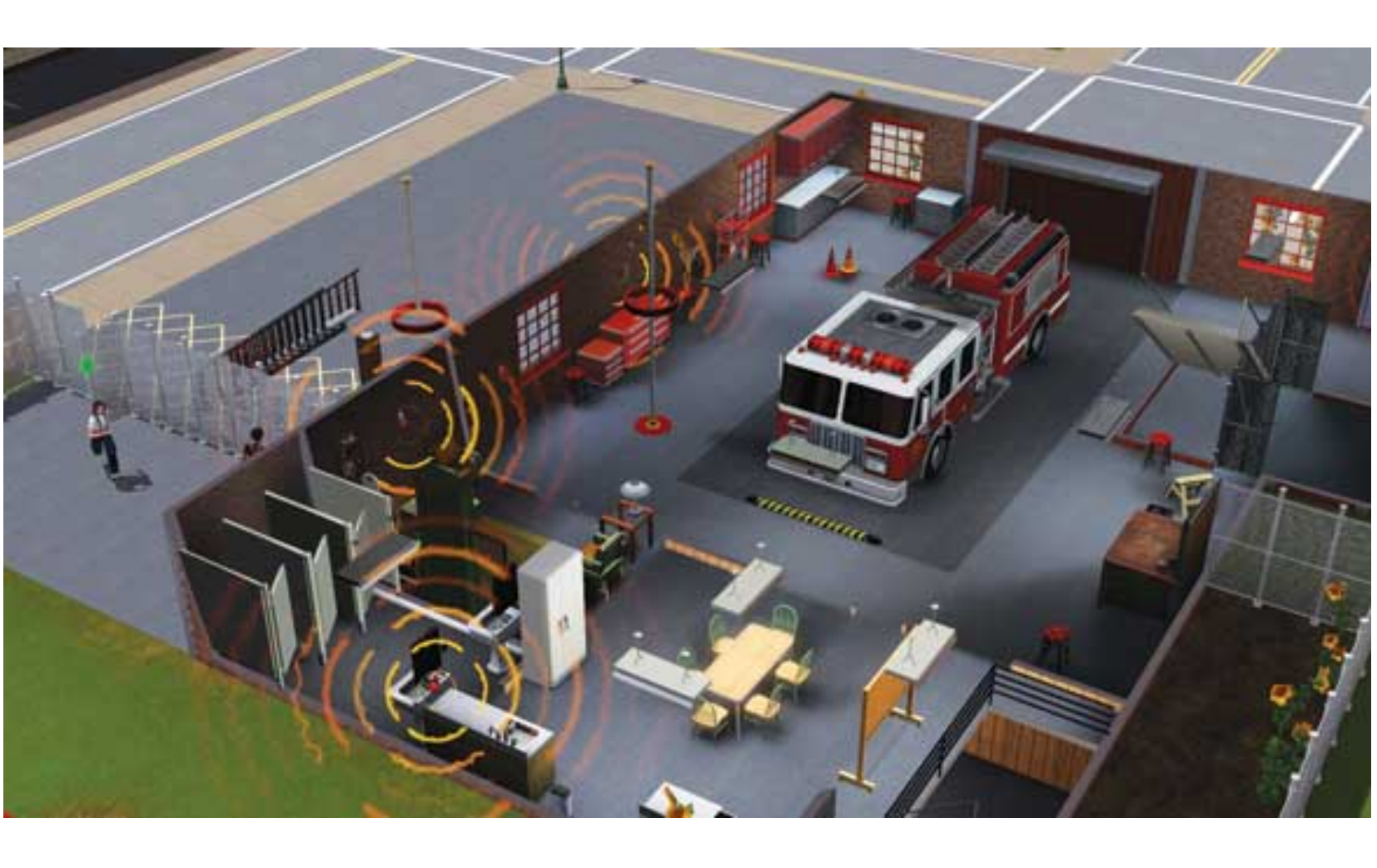
Firefighter – Career Rewards

Action	Reward	XP Reward
Rescue 2 Sims	Firefighter's Trophy of Honor	100
Rescue 10 Sims	Firefighter's Medal of Aegis	200
Complete Gnome Invasion	Firefighter's Trophy of Valor	100
Complete Epic Science Facility Disaster	Firefighter's Trophy of Heroism	250
Complete Epic Hospital Disaster	Firefighter's Medal of Safekeeping	250
Complete Epic Warehouse Disaster	Firefighter's Ribbon of Bravery	250
Reach career level 10	Firefighter's Key to the Town	100
Save 12 Sims at level 10	Golden Fire Hydrant	400



Careers

Career Progression



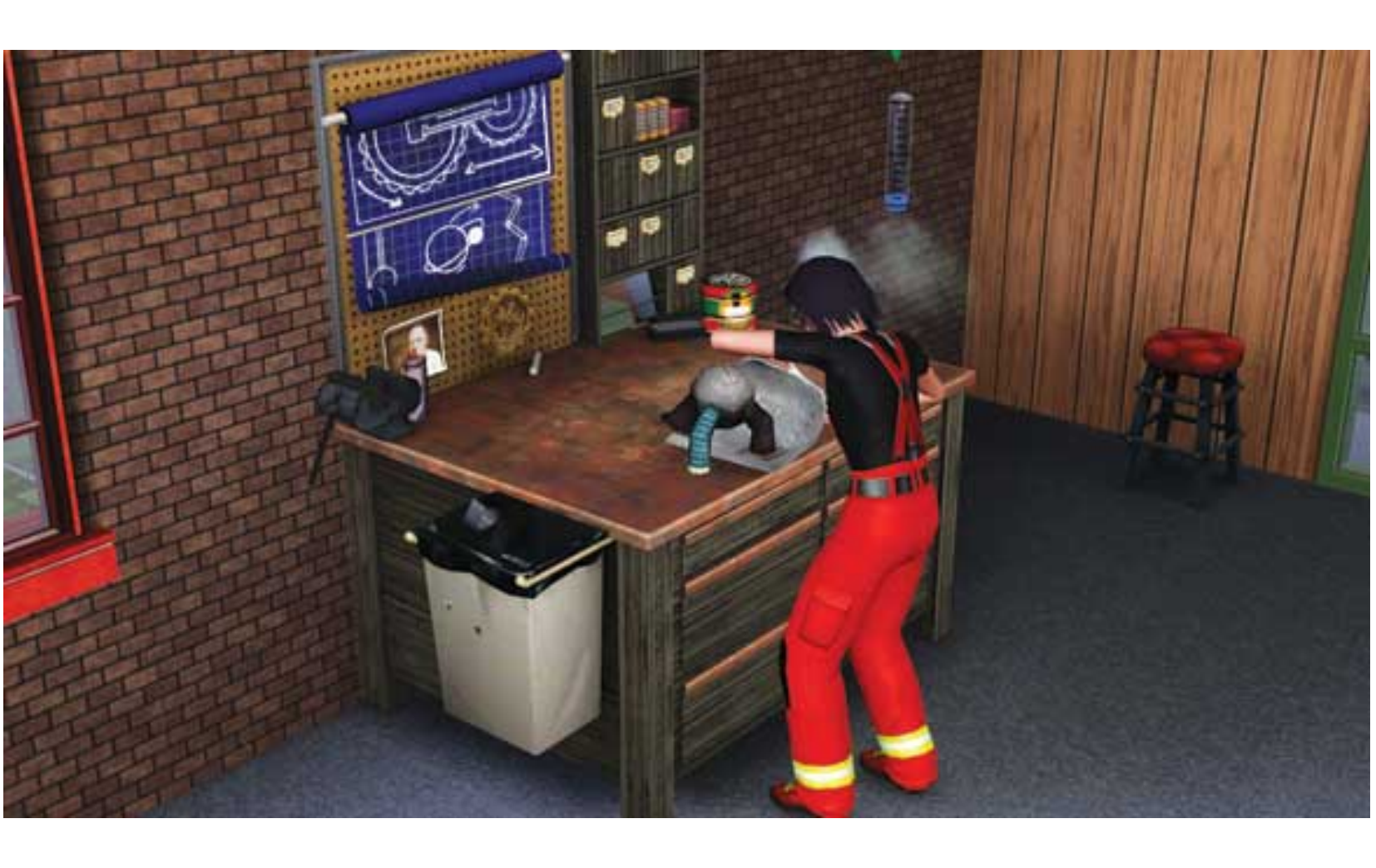
Upon accepting a position at the fire station, Sims must steel themselves for a life of adventure—adventure that comes in fits and starts. It is not uncommon to see no hustle at the fire station.

That's because the crew doesn't leap into action until the alarms go off. Then, everybody throws on their gear and rushes to the engine to race for the fire.

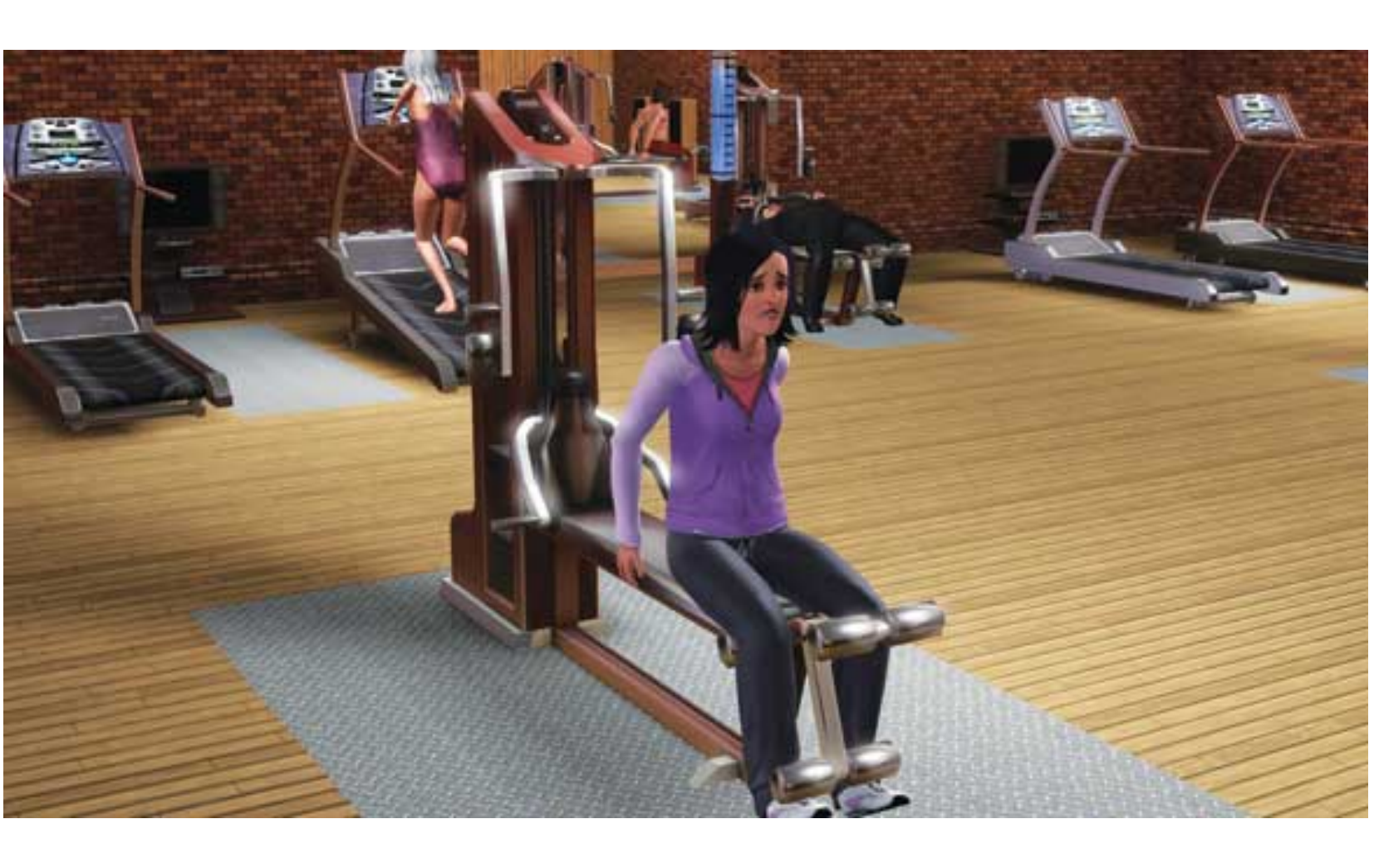
This doesn't mean you just get to sit around. There is quite a bit to do at the fire station. One of your responsibilities is to maintain the equipment at the fire station: the alarms and the Woo Woo 4000 fire engine.

Not only do you maintain this equipment, but you can also upgrade it for improved performance. Upgrading? You know what that means: you need to develop the Handiness skill to keep ahead.

You develop Handiness while maintaining and upgrading equipment, but you should also develop the skill outside of work hours by upgrading objects at your own lot or tinkering with stuff at the fire station.



Learning the Inventing skill at the workstation inside the fire station also raises your Handiness skill, albeit slower than the Inventing skill.



Firefighters need to be in good shape, so Sims in this career should maintain their bodies as well as minds.

There is a gym in the basement of the Twinbrook Fire Station, for example, that Sims can use for free. There's even a shower at the fire station so you can wash off the funk of physical activity.

When Sims are put in dangerous situations together, they must know they can trust each other.

Building good relationships with the other Firefighters (there are several of them around the fire station at almost all times) is an important way to generate XP necessary to advance.

There are many ways to build those relationships. You can socialize around the kitchen table in the fire station's mess area, jump on the trampoline together outside, play catch, or watch television together.

All of the objects needed to do these activities are on-site. Every time you develop a new level of friendship with another Firefighter, you get an XP payout.

Note

If your friendship level with a fellow Firefighter drops and you rebuild it, you do not get any more XP for re-establishing a previously held relationship level

But even though there is plenty to do at the fire station, you drop everything the moment that alarm goes off.

You need to respond to an emergency as soon as possible because you are graded on performance and that grade is what determines the XP payout of a completed job.

The easiest way to respond to an emergency is to click the alarm on the wall and choose the Respond interaction. (Alternately, you can click on the emergency from map view.)

Your Sim dons gear and rushes to the waiting engine, which then roars to the site of the emergency.

Once at the emergency site, you must fulfill the requirements posted in the Current Job box. Don't worry about taking specific items with you. If it's a small fire, you have an extinguisher.

For larger fires, you automatically have access to a hose from the engine. You can either let your Sim handle the emergency, or direct them around the site.

In situations where you have to break down doors or rescue citizens, you should opt to control the course of action yourself. That way, if disaster truly strikes and somebody gets hurt, you have only yourself to blame.

Caution

If you are not at the fire station during your shift, you can miss an alarm. If you do not keep tabs on the alarms and a job ends before you attend to it (usually in disaster), you lose XP.

After the emergency has been taken care of, Firefighters return to the station. There, the engine is automatically parked. If the shift is over, you can choose to go home or use the amenities at the fire station (shower, fridge, etc.) to take care of your Sim's needs.

Truth be told, you can actually live at the fire station. Everything you need is there, although you cannot easily upgrade objects like the beds, which are cheap and can lead to a Bad Night's Sleep, which is a negative moodlet.

Chances are good that you have better stuff to use at home (although the flat screen TV at the fire station sure is nice), so unless you really want to stay late to use some of the other objects like the workstation or the trampoline, you many need to take care of needs at home.

Tip

The fridge at the fire station is handy for quick meals that satisfy basic Hunger needs, but you cannot prepare actual dishes at the fire station. You can, though, bring food prepared at home to the fire station and store it in the fridge.

If you have some really good grub, like an Angel Food Cake, keep it on-hand at the fire station for a great meal—and a great mood boost.

When you finally reach level 10 of this career, you get your very own alarm and fire engine to take home.

Install the alarm on one of your walls, park the engine in a driveway, and continue the Firefighter career from the comfort of home without fear of missing an emergency!

Tip

Firefighters get two new socials: Tell Fire Fighting Story (available after completing one emergency call) and I'm a Firefighter (any time). Both socials serve to impress, but the I'm a Firefighter social has romantic overtones.

Note

At level 9, Firefighters can pass along the Immune to Fire hidden trait to their offspring. Sims with this hidden trait cannot be burned by fire—ever.

Emergency Scoring

When an emergency strikes, the clock starts ticking. The Current Job box monitors the amount of time elapsed since the start of the emergency. The faster you resolve the emergency, the better your score.

Your score is given as a letter grade (A through F—no E) and that letter grade acts as a multiplier for the amount of XP a job normally pays out. If a Sim at the emergency site dies, you automatically get a D. All scoring time is in minutes.

Job	Grade A	Grade B	Grade C	Grade D
Small House Fire	180	240	320	400
Gnome Invasion	180	240	320	400
Large House Fire/Earthquake	240	320	400	440
Building Disaster	180	240	320	400
Science Facility Rescue	180	240	320	400
Hospital Rescue	180	240	320	400
Warehouse Rescue	180	240	320	400

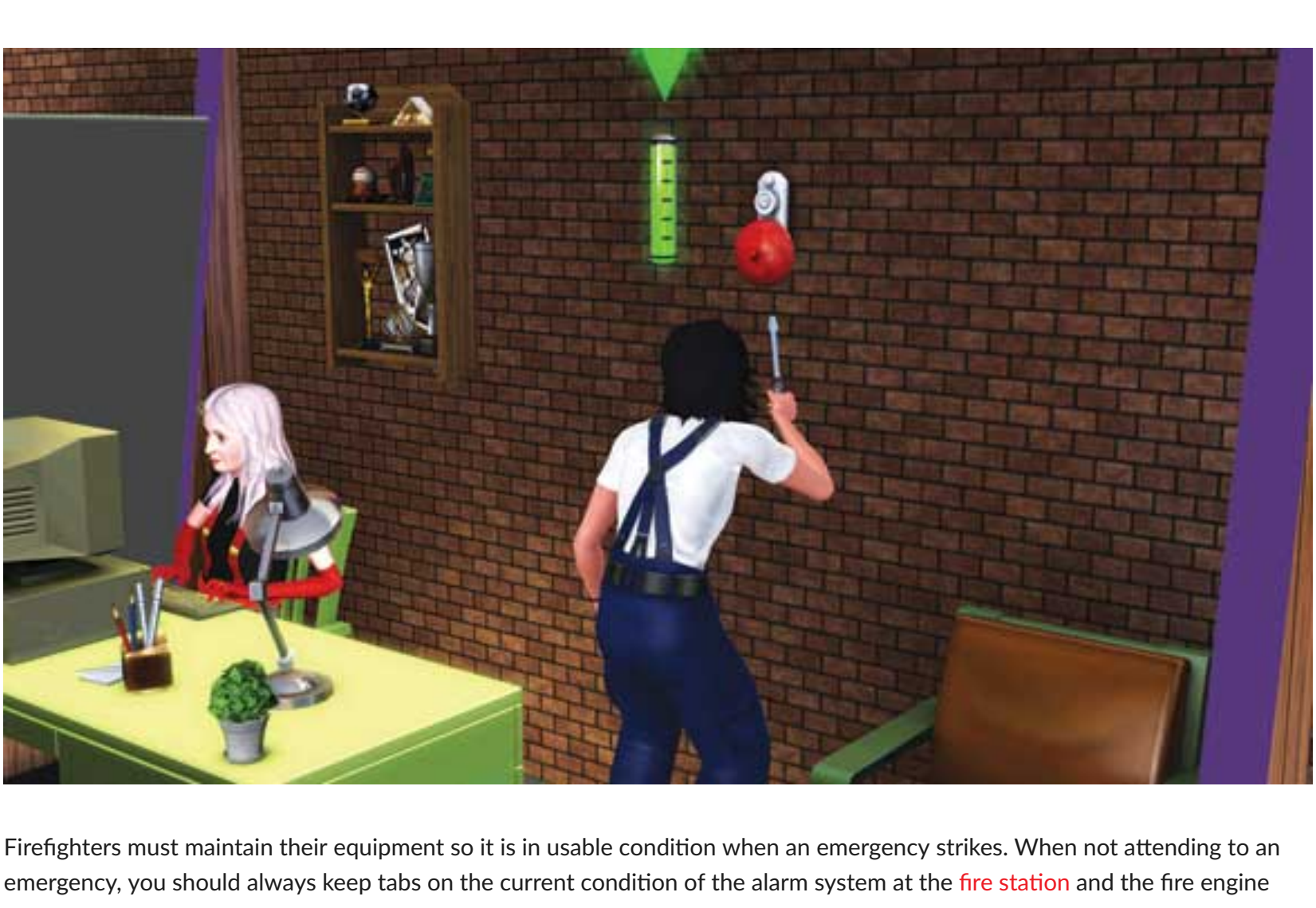
Caution

How do you get an F? Completely fail to deal with an emergency and allow every Sim at the site to perish.

Tip

Get an A or B grade on an emergency and members of that household will call to thank you. Your relationship with that Sim then starts with a higher LTR.

Maintenance



Firefighters must maintain their equipment so it is in usable condition when an emergency strikes. When not attending to an emergency, you should always keep tabs on the current condition of the alarm system at the fire station and the fire engine itself.

To see their current status, mouse over them. In perfect condition, they are 100 percent. With each day, the equipment suffers a little wear and tear. If alarm equipment drops to zero-percent, it takes longer to sound when an emergency breaks out.

If the fire engine drops to zero, it takes much longer to reach the scene of an emergency. To maintain equipment, just click on the object and choose the Maintain interaction.

Upgrades

Because you have been working on your Handiness skill (you have, right?), you can upgrade some of the equipment around the fire station. When you have reached level 4 of the Handiness skill, you may upgrade the alarm.

This upgrade improves the response time to emergencies, decreasing the amount of time already on the clock when the bell starts ringing. The alarm system may be upgraded only once.

Note

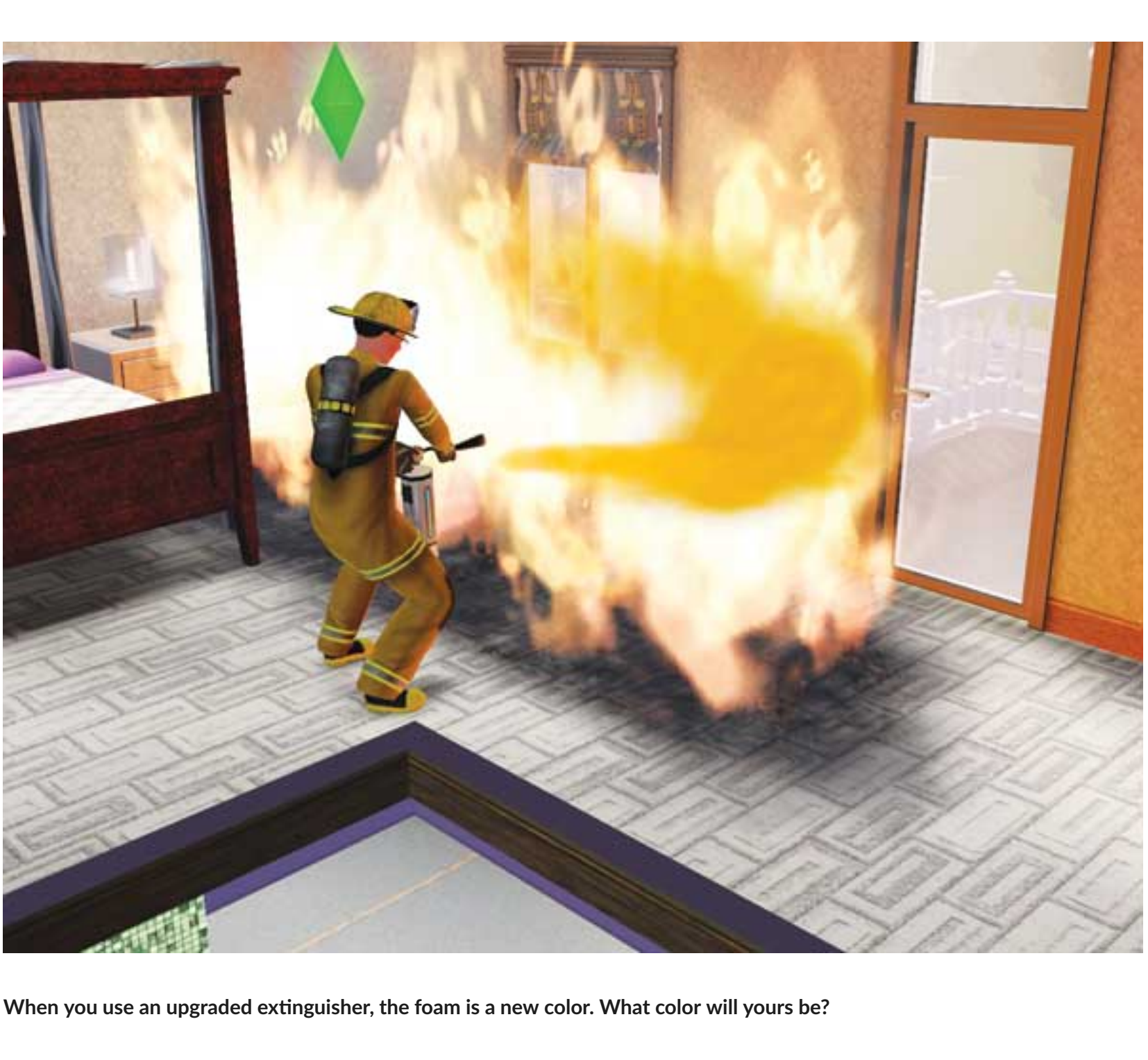
If you must break from an upgrade to attend to an emergency or another need, your progress is saved. The next time you choose the Upgrade interaction on that object, you pick up where you left off.

Sims with level 5 Handiness may perform three upgrades on the fire engine. Each upgrade improves the horsepower of the engine, which increases its speed. Now you can get to emergencies faster.

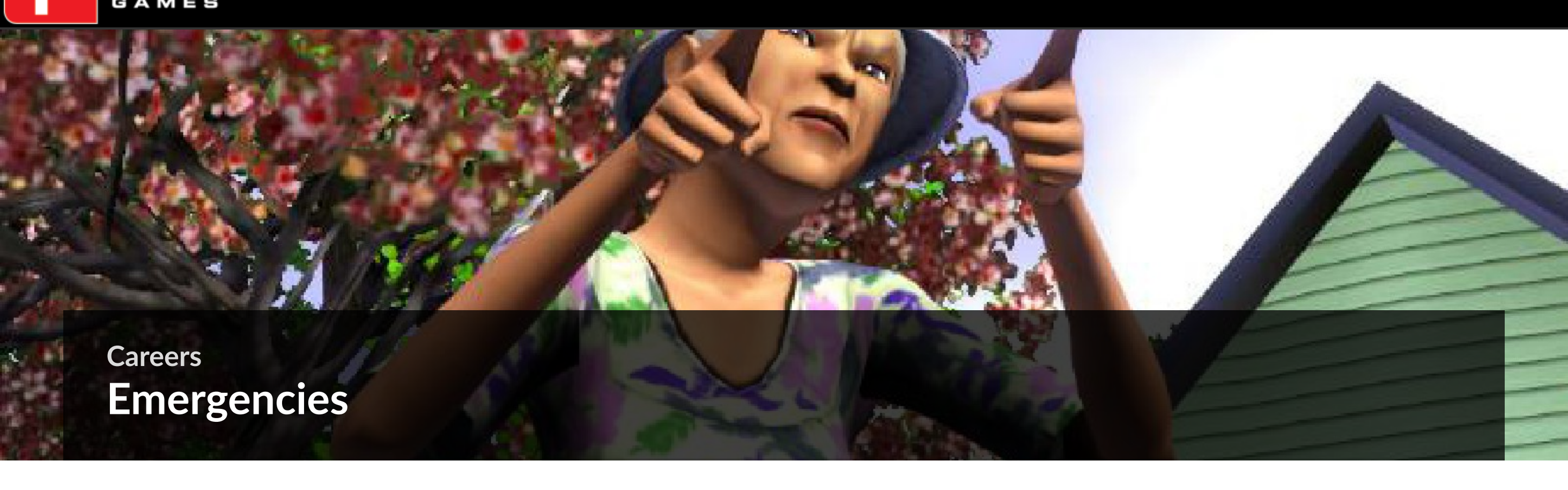
The first horsepower upgrade is available at level 1 of the Handiness skill. Horsepower 2 is unlocked at level 4 Handiness. Horsepower 3 cannot performed until you have level 7 Handiness.

At level 5 of the Firefighter career, you receive your personal fire extinguisher instead of just using whatever gear is on hand. Big deal, yeah? Well, when you have level 6 Handiness, you can upgrade this extinguisher.

Click on your Sim and choose the Upgrade Extinguisher interaction. When the upgrade is complete, you can put out fires faster with your extinguisher. This definitely helps with emergency scoring.



When you use an upgraded extinguisher, the foam is a new color. What color will yours be?



Careers

Emergencies

Five types of emergencies can occur in your town. When you first begin the Firefighter career, you only have to tackle small house fires.

However, as you get promotions and are on the job longer, you must deal with more dangerous situations, such as house fires that threaten lives and disasters at venues that require extended attention.

Small House Fire

Small house fires are the most basic emergency you must attend to on the job. When a small house fire breaks out, go to the site and put out the flames before too much damage is caused.

The breadth of the fire is very limited and the owners of the lot have already cleared out, so the fire poses no danger to them, only their property.

Just because a small house fire doesn't look like a big deal, don't hesitate to get the job done. The longer the fire lasts, the bigger it gets (within reason) and the lower your emergency score.

Tip

It never hurts to help clean up after a fire. The owners of the lot are already grateful to you and if you assist in the clean up, you have a better chance of establishing a good relationship.

Large House Fire/Earthquake

Large house fires and earthquakes are much more dangerous because they pose direct threats to life.

These raging fires must be put out as soon as possible to prevent injury, although there is a good chance that your Sim will be required to rescue people on the lot before putting the entire fire out.

If Sims are trapped in the house, they are noted in the Current Job box.

When you report to a large house fire, you pull out a hose to deal with the flames on the house exterior before you can enter and help out civilians.

Sometimes, to get at a Sim inside a burning house, you must break down a door. Doors that you can break down have axe symbols over them.

If you have put out the fire around the door, you can then choose the Break Down Door interaction. Your Sim pulls out an axe and starts chopping.

Higher Athletic skill means faster door chopping (and that's why you pump iron on your time off). After several swings, the Sim attempts to kick in the door.

If that fails, your Sim must go back to chopping before trying again, which eats up valuable time.

Tip

You develop the Athletic skill while breaking down doors.

Sims who are not Firefighters tend to panic around flames. And by panic, we mean they stand there with their feet bolted to the floor while the entire house burns down around them.

To get these Sims out of the house before they are killed, you must enter the same room as them and use the Convince to Run interaction.

Your Firefighter gets in their face and makes big motions to start running. After a few moments, the panicked Sim obeys and flees the burning building.

If a child is stuck in the inferno, you Sim must click on the child and use the Carry Out interaction.

Your Firefighter sweeps the kid up and carries her through the burning house, setting her down safely outside to the great relief of the rest of the household.

Once all Sims inside have been rescued, you can go back to putting out the rest of the fire and ending the emergency, hopefully with a good score.

Tip

Sims can actually steal items during a house fire. Kinda mean.

Gnome Invasion

Gnome Invasions are non-fire emergencies that take place on residential or community lots.

Instead of responding to a blaze, your Firefighter arrives to find the family under attack by several angry magical gnomes. The number of angry gnomes is noted in the Current Job box.

To end this emergency, click on each gnome and grab it before it can move to another part of the house. These gnomes do not stay still for very long before disappearing and reappearing elsewhere on the lot, so hurry.

Tip

Do not walk right in front of a gnome or it will vanish. Try to sneak up on these little fellows.

Building Disaster

Disaster sometimes strikes at the venues that your Sim disappears into, like the bistro or the theater. When these building disasters hit, you see them on map view as fire icons on top of venue locations.

Click on the Deal with Emergency interaction to rush to the venue and see what's happening. Building disasters are not interactive like house fires. Instead, your Sim bravely pushes through the gathered crowd to enter the venue.

They remain inside for several hours, emerging only when the job is complete.

There are three special variations on the building disaster—these are epic disasters at the science facility, hospital, and warehouse.

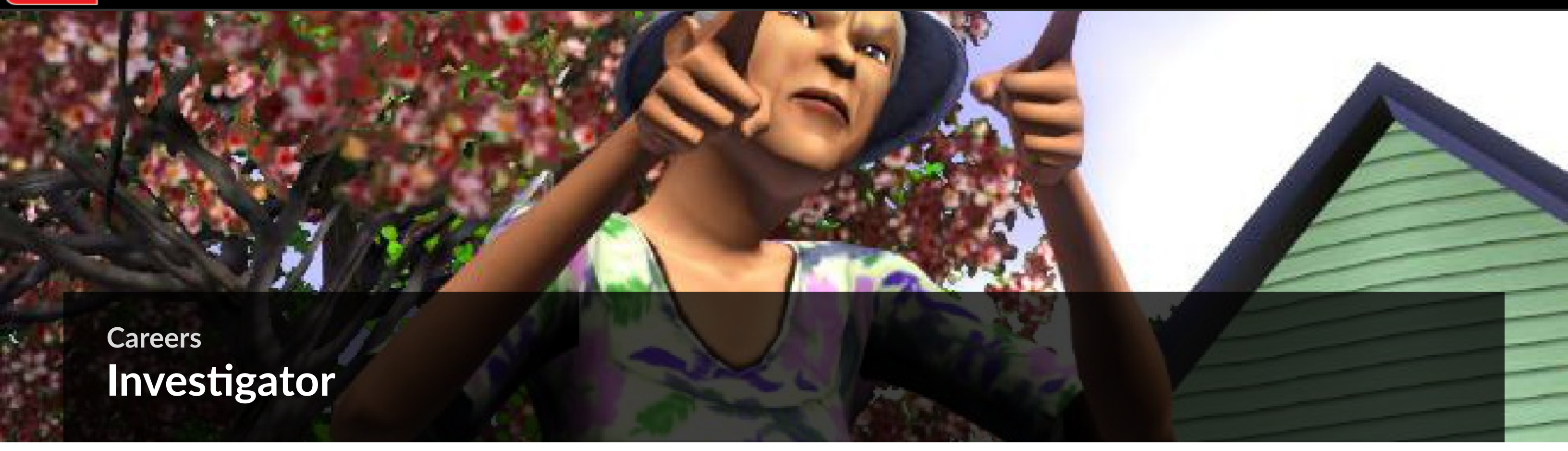
They only occur at these venues. Your Sim attacks these emergencies just like a regular building disaster, but they last much longer and result in a special medal from City Hall.

These are the three epic disasters:

Science facility: When strange, colorful explosions erupt from the science facility, you know something's gone wrong. Rush to the scene to help deal with an experiment gone awry.

Hospital: An x-ray machine malfunction has turned several technicians into electricity-drawing mutants. Get to the hospital and quell these lightning rods before the whole place gets burned to the ground.

Warehouse: The big boss of the local crime facility thought a weather machine would help achieve world domination. Nope. All it ended up doing was pulling every rain cloud into the warehouse and flooding the joint.



Careers

Investigator

When the law is too slow to respond and has deemed a wrong too small for its attention, Sims can turn to their local gumshoe for results.

The Investigator is a private eye for hire, willing to spend long hours chasing down leads, interviewing potential suspects, snooping for clues, and hopefully solving the case—for a fee, of course.

Cases in this profession range from recovering lost objects to locating missing Sims. Things can get pretty dangerous for an Investigator, so be ready for anything.

The accused don't necessarily like being under your magnifying glass.

Work Location: Various locations

How Hired: Report to police station, answer computer ad, answer newspaper ad

Work Week: The Investigator works Monday through Friday shifts, dedicating long hours to completing cases.

Salary Progression: The Investigator gets a decent weekly stipend that can be augmented by performing low level police work down at the police station.

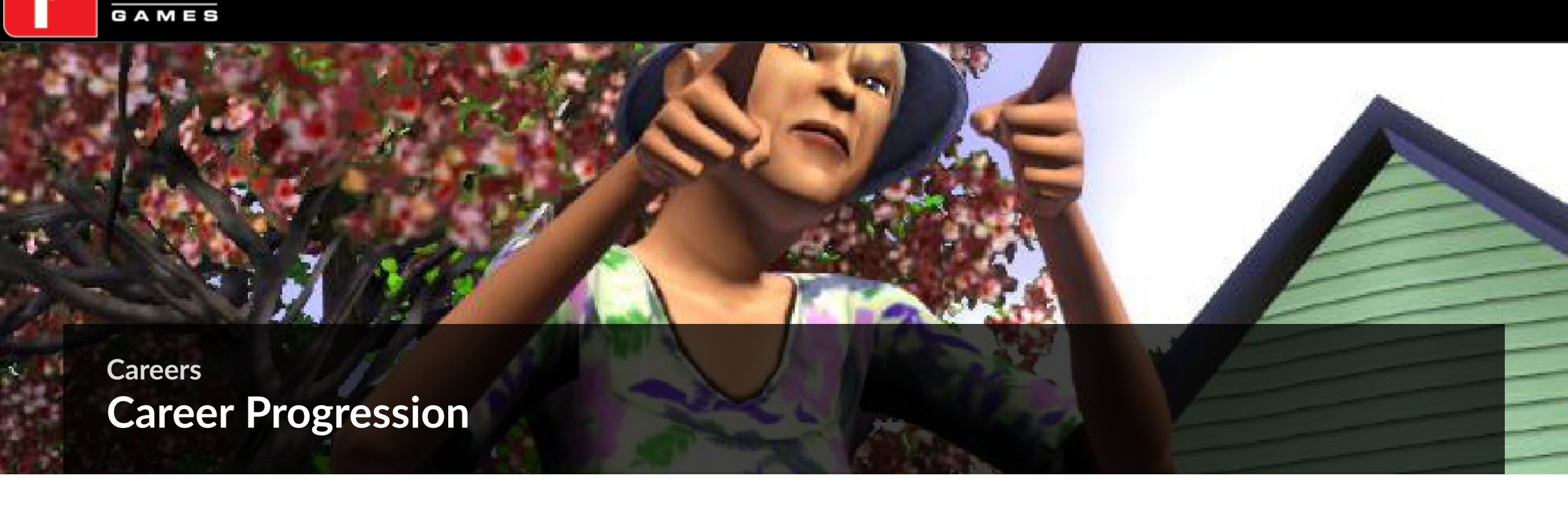
Responsibilities: Solve cases, go on stakeouts, improve Logic skill

Investigator – Career

Level	Title	XP Needed to Advance	Unlock	Work Days	Shift Start	Shift Length	Pay
1	Eavesdropper	400	New Outfit	M,T,W,Th,F	9:00am	8	$275
2	Small Claims Investigator	600	Magnifying Glass	M,T,W,Th,F	9:00am	8	$340
3	Wrongdoing Analyzer	800	Frosted door for home office	M,T,W,Th,F	9:00am	8	$400
4	Community Crime Solver	1000	Fingerprint kit	M,T,W,Th,F	9:00am	8	$525
5	Obscure Clue Summoner	1200	New Outfit	M,T,W,Th,F	9:00am	8	$650
6	Gumshoe	1400	Case board for home	M,T,W,Th,F	9:00am	8	$850
7	Licensed Snoop	1600	Snea Here travel unlocked	M,T,W,Th,F	9:00am	8	$1,125
8	Community Sleuth	1800	Black sedan for driving	M,T,W,Th,F	9:00am	8	$1,475
9	Flatfooted Investigation Specialist	2000	n/a	M,T,W,Th,F	9:00am	8	$1,850
10	Private Eye		New Outfit	M,T,W,Th,F	9:00am	8	$2,475

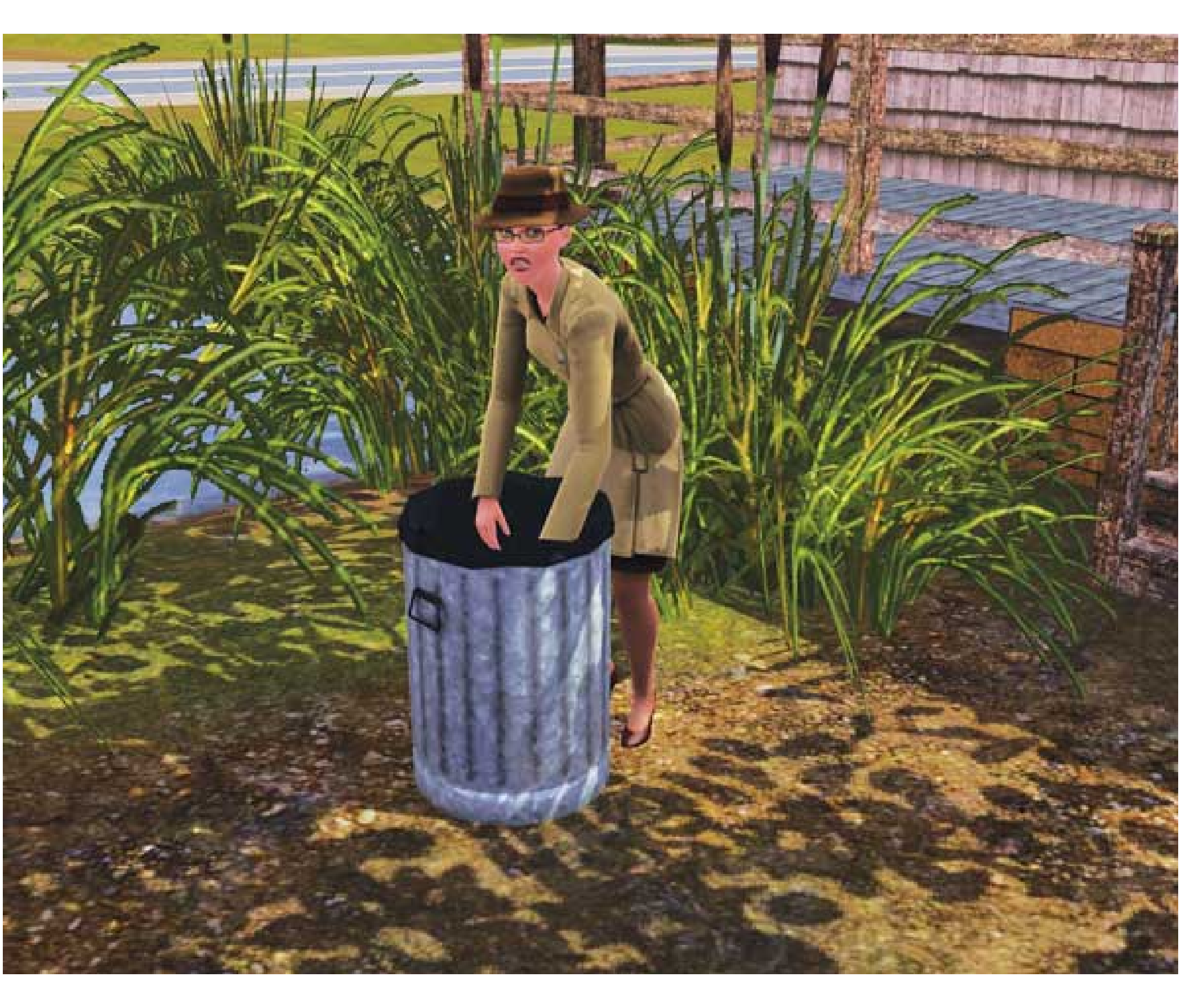
Investigator – Career Rewards

Action	Reward	XP Reward
Solve 3 cases	Investigator's Trophy of Honor	50
Solve 3 missing Sim cases	Investigator's Trophy of heroism	200
Solve Great Jewel Heist Case	Eagle-Eyed Eavesdropper Medallion	100
Solve Rogue Cop Case	Medal of the Mindful	100
Solve Fish Kid Case	Investigator's Ribbon of Bravery	100
Reach level 10	Investigator's Key to the Town	100
Solve 5 cases at level 10	Investigator's Keepsake	300



Careers

Career Progression



Once you accept the Investigator profession, get ready for a life of adventure.

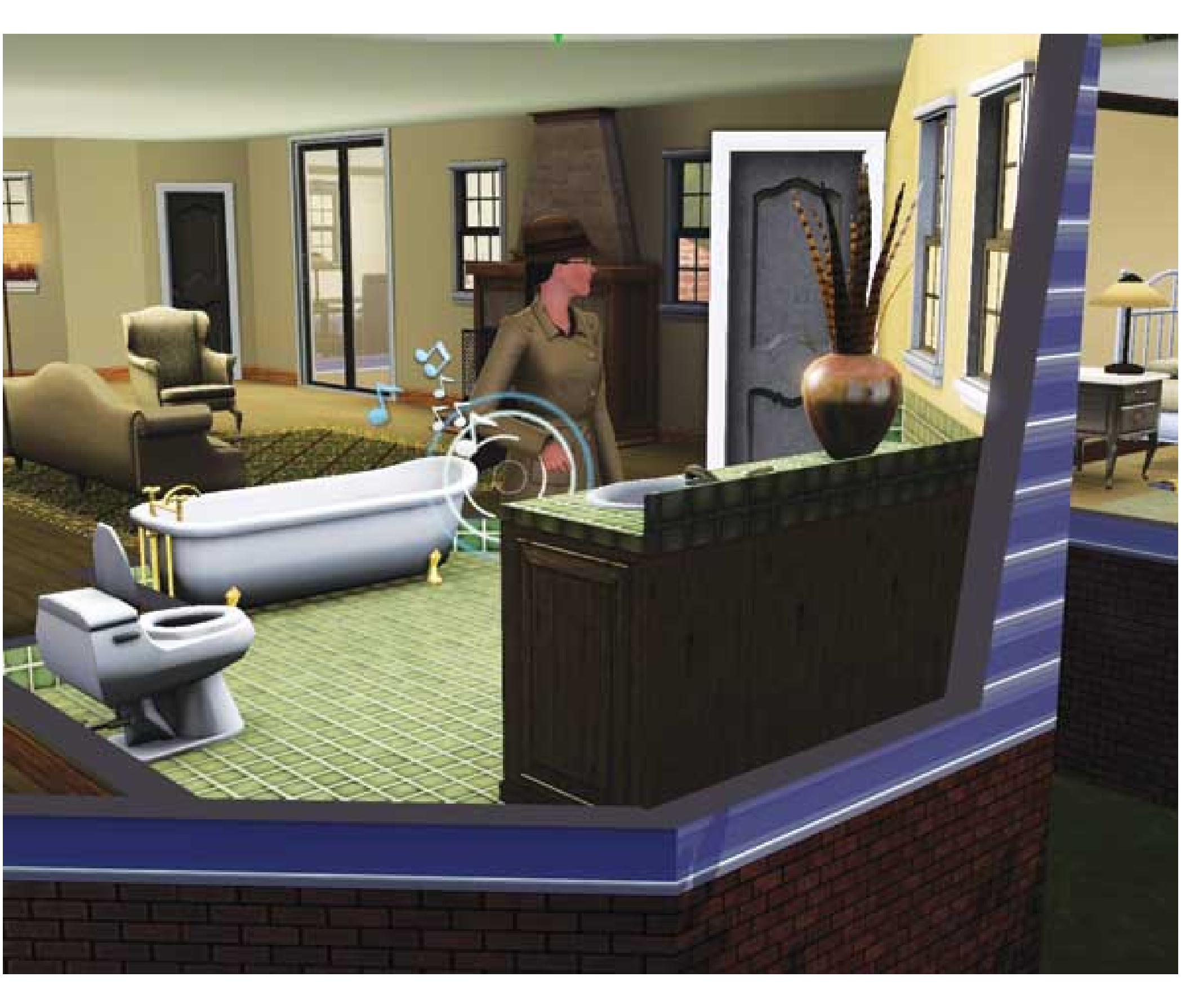
Investigators have very active work days where they methodically follow clues in different cases, hoping to reach the conclusion as fast as they can to get a good payday and raise their reputation as a gumshoe.

After all, the more you advance this career, the better—and more complex—cases you receive.

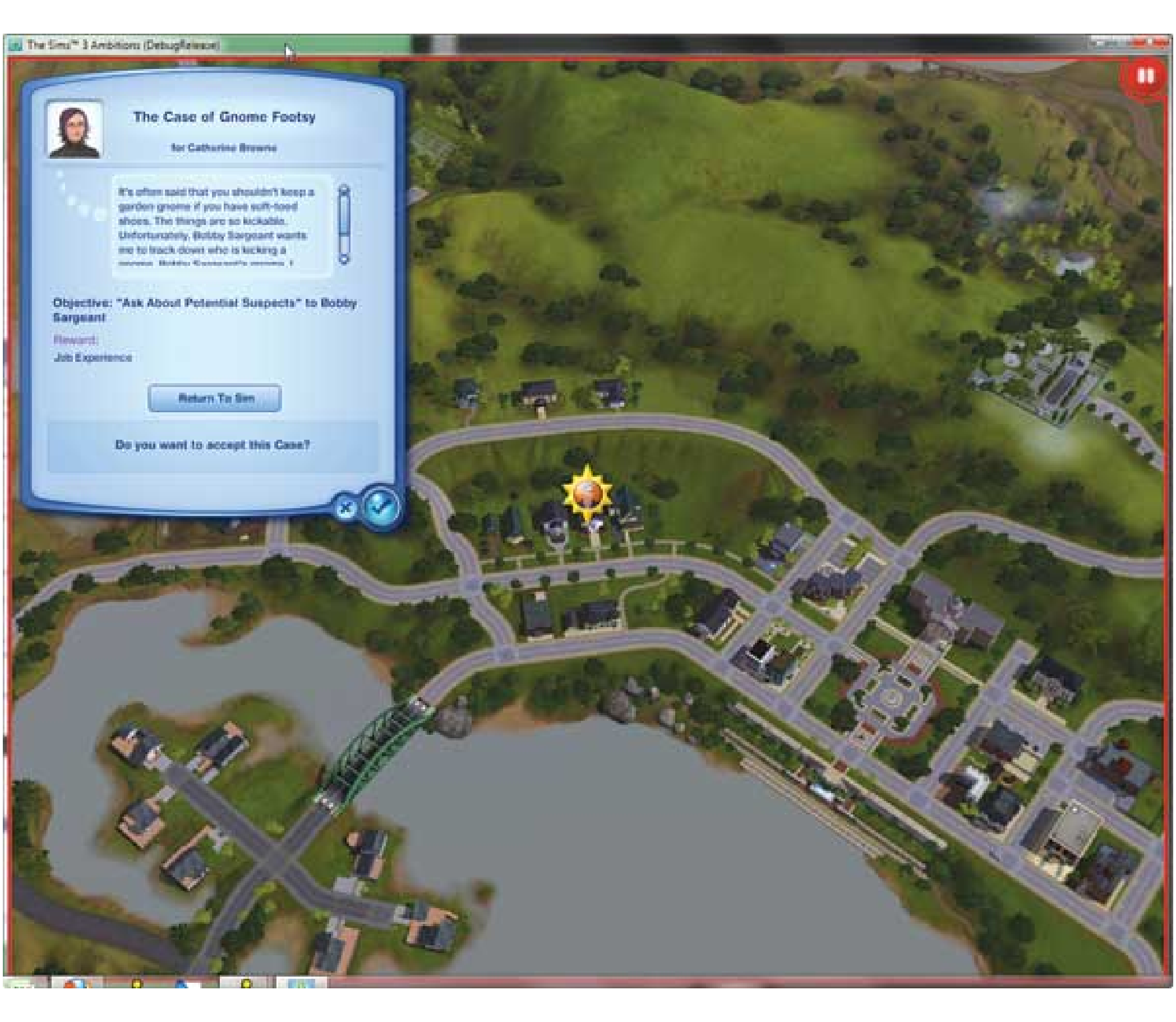
Cases typically begin with a phone call (although if that phone seems strangely silent, check down at the police station for a lead on a new job or Snoop for Clues at a community lot to discover a case trigger).

A Sim explains the problem. This Sim may be telling you the whole story, may be cleverly omitting some facts, or may even be outright lying.

But it's your job to follow the first step of the case and take it all the way through to its logical conclusion.



Answer the phone and see who needs your help today!



The Sims™ 3 Ambitions (DebugRelease)

The Case of Gnome Footsy

for Catherine Browne

It's often said that you shouldn't keep a garden gnome if you have soft-toed shoes. The things are so kickable. Unfortunately, Bobby Sargeant wants me to track down who is kicking a

Objective: "Ask About Potential Suspects" to Bobby Sargeant

Reward:

Job Experience

Return To Sim

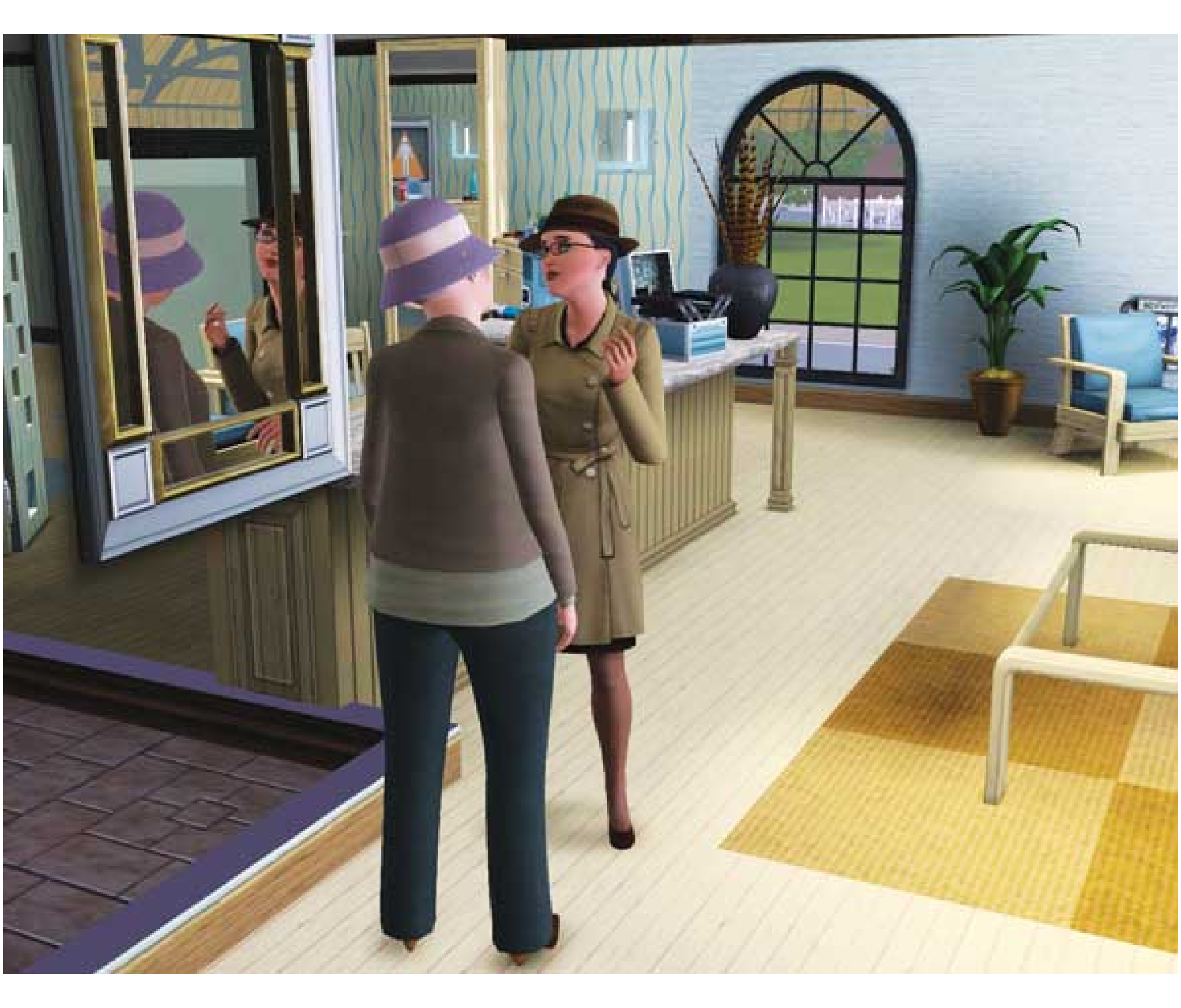
Do you want to accept this Case?

When you begin a case, the first step in it appears above your moodlet box in the Adventure/Opportunity Tracker.

If this is an activity you can do right away or without any sort of impediment (more on this in a moment), simply click on it and go straight to that step.

For example, if you need to interview a Sim, clicking on that step automatically drives you straight to that person and starts the conversation.

After a few moments, a blue box appears that explains the result of taking that step and what the next action is in the evolving case.

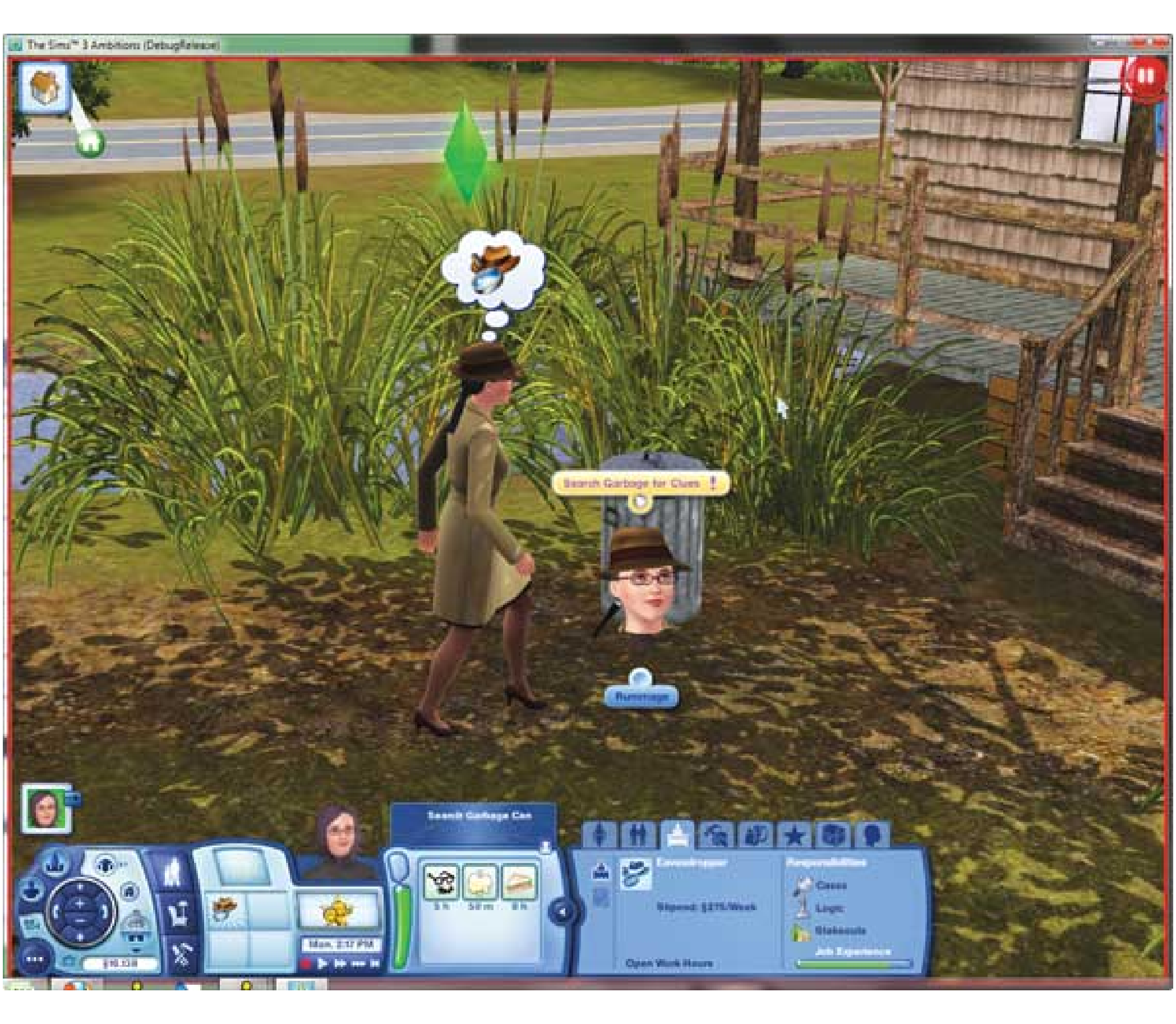


While interviewing Sims in early cases, you can usually get the information you need right away.

However, as you gain experience and start getting more complex cases, you must socialize with Sims to get them to trust you before pressing them for the information you need.

You can sometimes shortcut this by bribing the Sims with the Bribe for Clues interaction (and paying out a small number of Simoleons).

In extreme situations, you actually beat up the target Sim for information, but this causes a massive relationship loss.

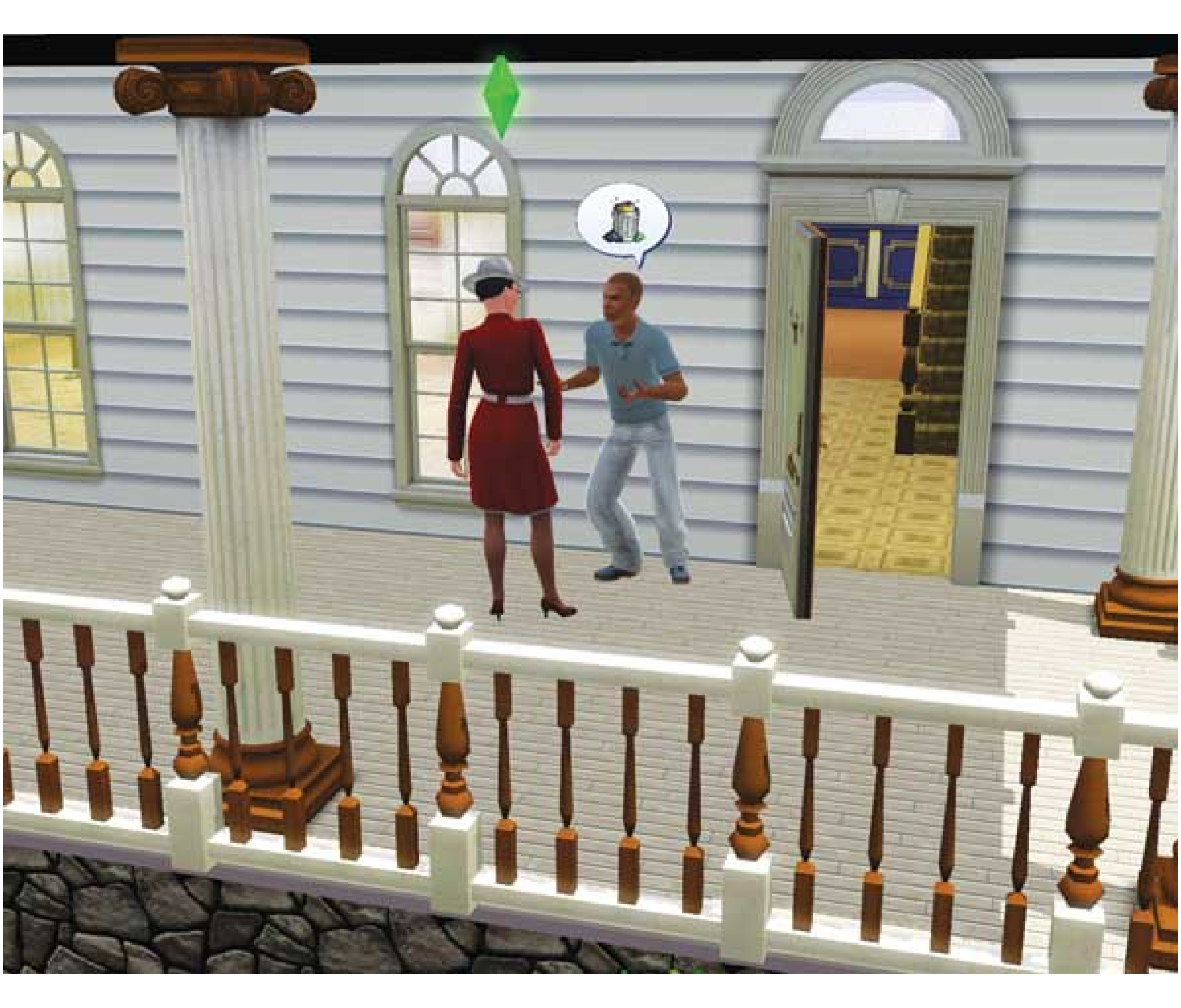


Tip

An action related to the case appears in gold in the interaction menu when you click on a Sim, location, or object.

When you follow a case through all of its steps, you return to the original party to receive your reward. The case is closed. Maybe City Hall will call with a reward.

Or maybe this case is only the first part in a larger scenario, built of multiple cases? After all, when you start picking at the scab on the underworld of your neighborhood, you never know what you might reveal.



Not every action in a case can be performed just by clicking on it. For example, at level 4 of this career, you receive a kit that lets you dust for fingerprints.

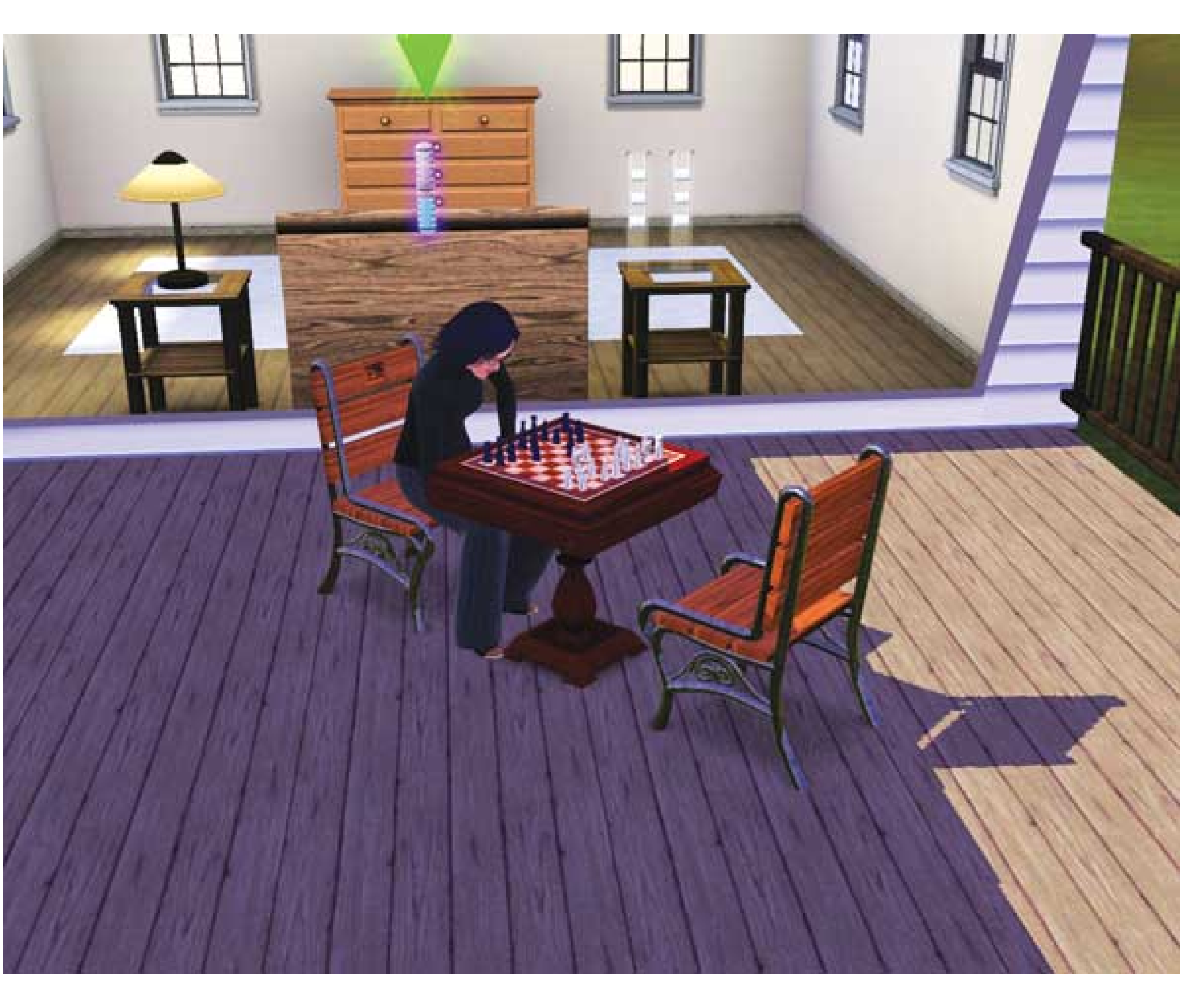
You may need to dust for fingerprints inside a house that's locked. You must go to that house and then break in by picking the lock on one of the doors.

This is dangerous if the owner spots you breaking into the house. Most owners will yell at you, which leads to a serious relationship hit.

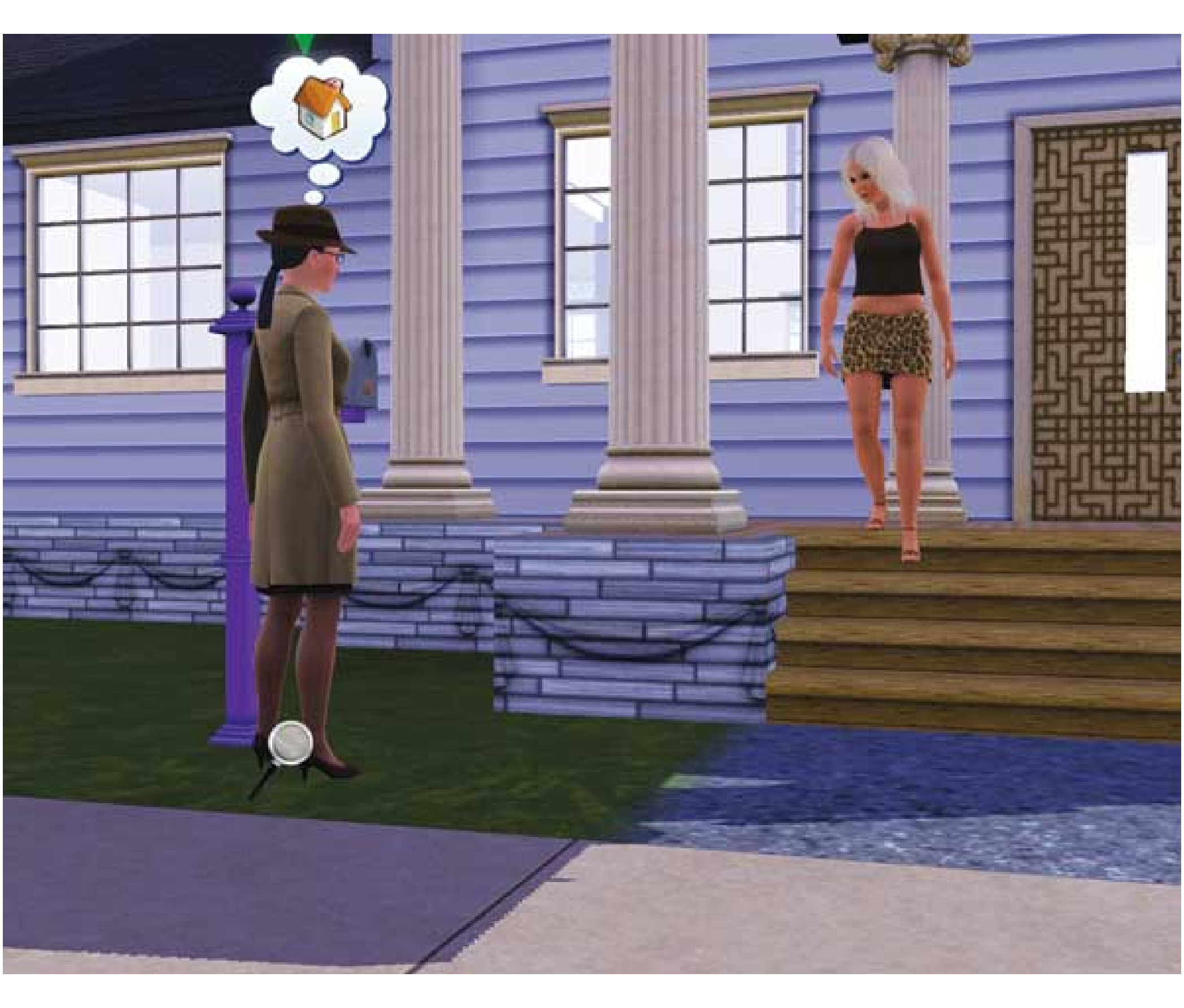
But if you happen to get caught breaking into a house (or performing any activity inside) by an Evil or Mean Sim, you may have to fight!

Tip

Though the Logic skill is one of the responsibilities of this career, working on your Athletic skill a little won't hurt. Losing fights kills time and slaps your Sim with negative moodlets.



Work on Logic in your off hours. The more developed this skill is, the faster some interactions go and the more XP you earn.

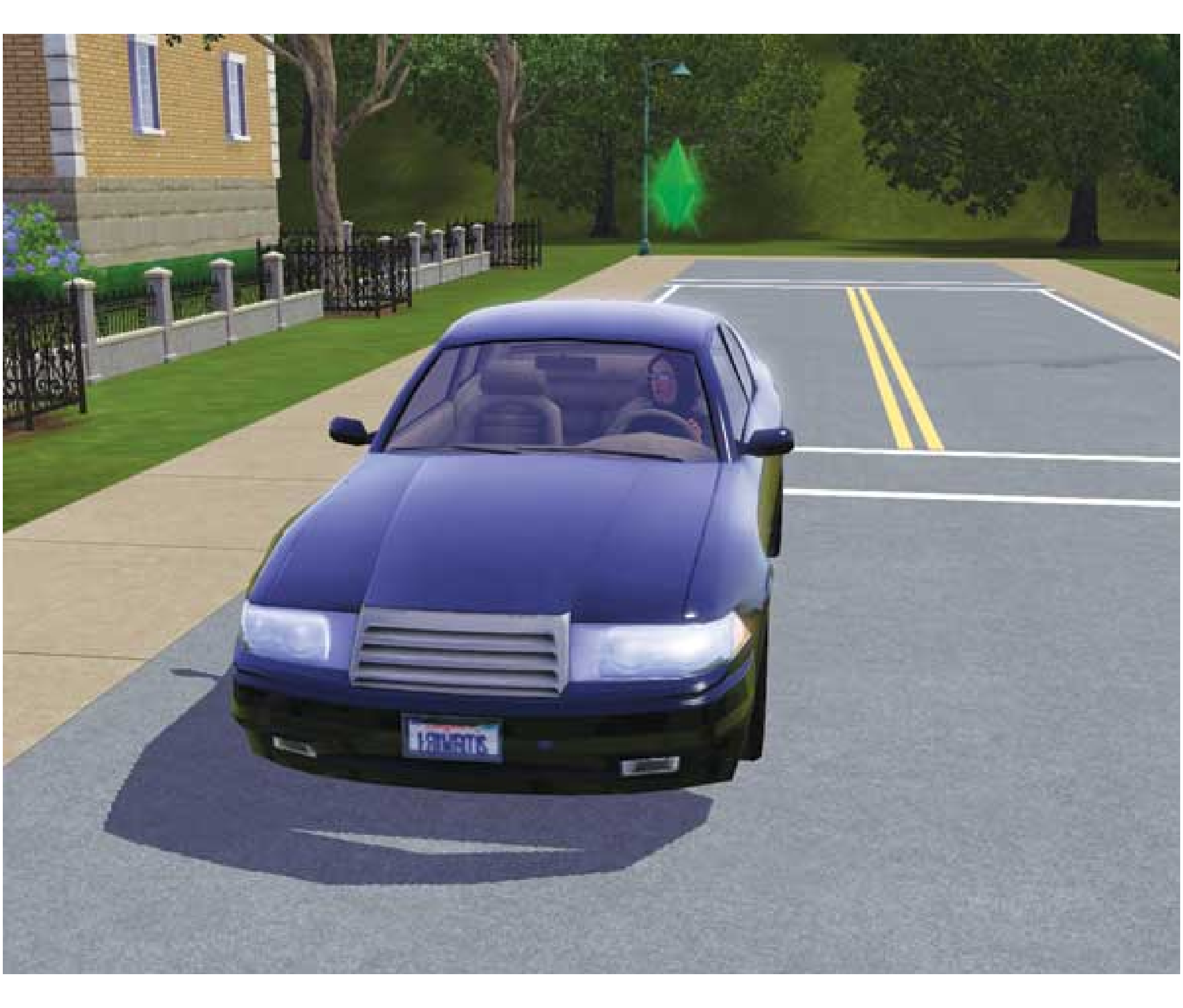


Your cases require you to do many different things to find the culprit or lost object. We go over all of these activities in the Tools of the Trade section. But not all of these activities are available at first.

Some must be opened, such as Snoop for Clues, which is not available until level 2 of the career when you earn your magnifying glass. Getting that magnifying glass actually helps you in your cases.

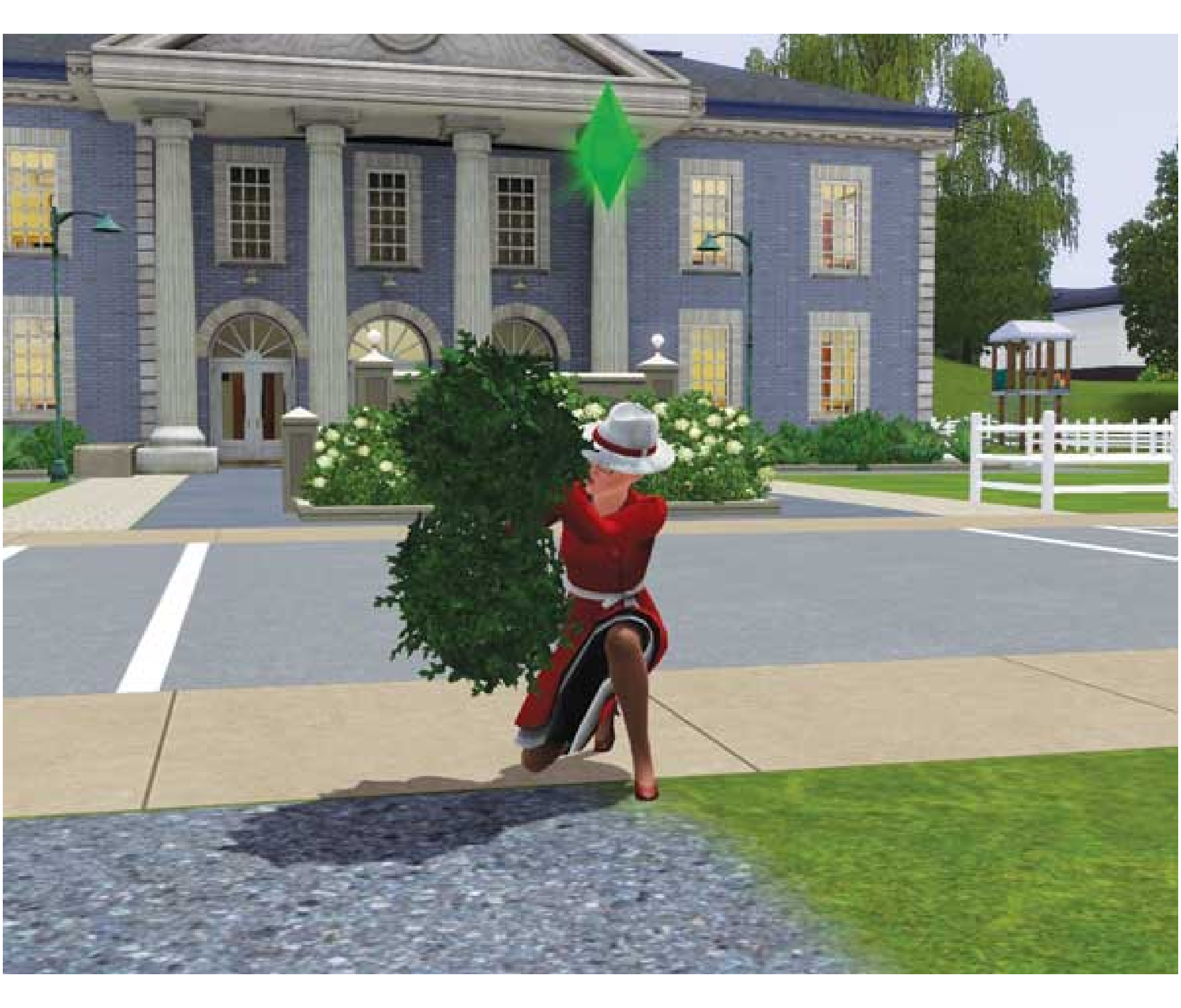
When there is something on a lot that you should check out as part of the case, a magnifying glass hovers over it.

Use this helpful tip to keep the case on track.



At level 8 of the career, you get a cool black sedan!

Extra Activity: Stakeout/Stakeout Report



Of course, the life of an Investigator would be easier if no crime or wrongdoing was committed around town.

Stakeouts are preventive measures against crime. When you click on a community lot, such as a park or the graveyard, you can choose the Investigator-only Stakeout interaction.

This sends your Sim to the outskirts of that lot to hide and monitor the area for any unsavory activity.

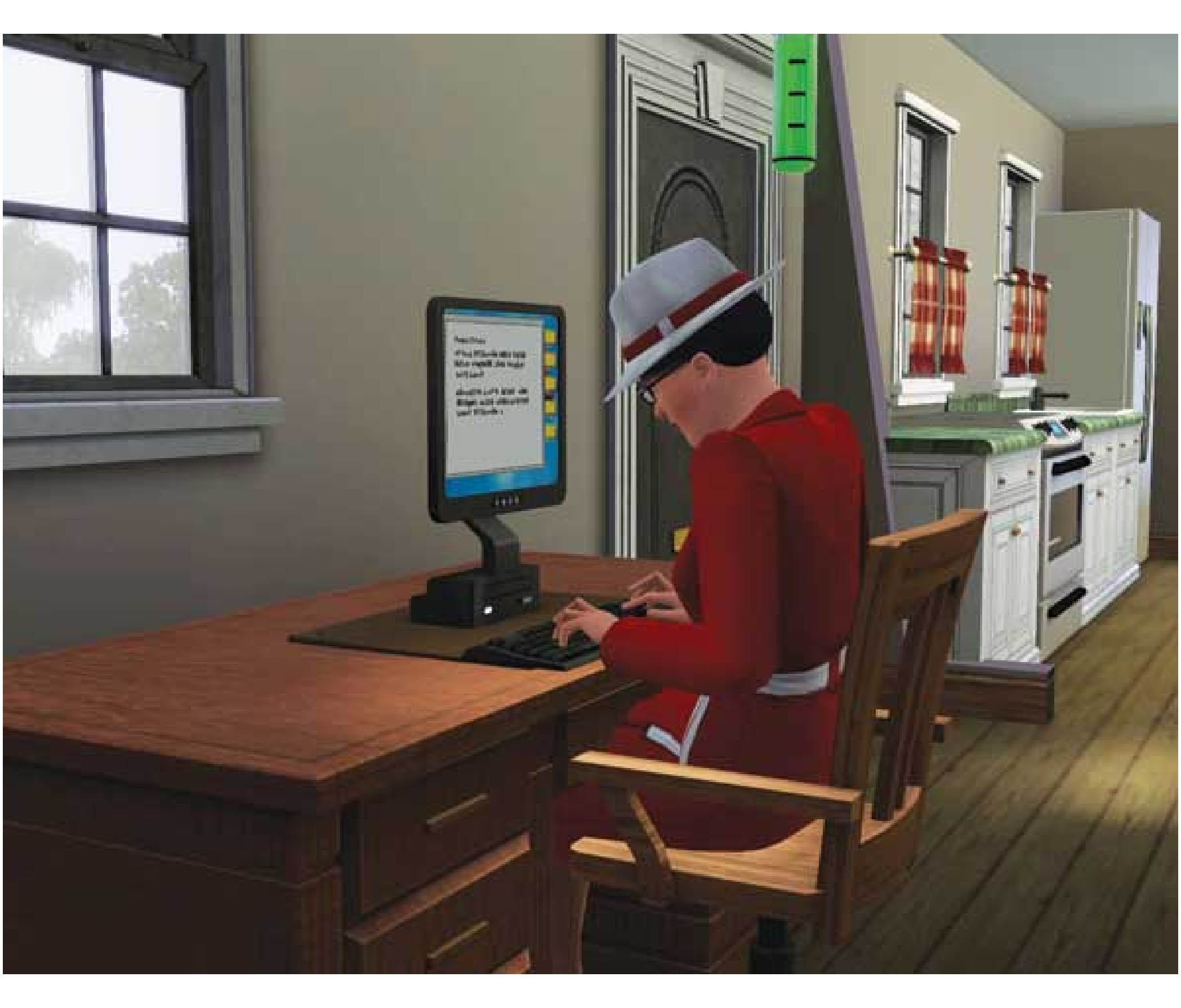
While on a stakeout, other Sims cannot see the Investigator. (Of course, their stakeout routine of hiding behind bushes they hold up isn't really fooling anybody on this side of the screen.)

After the Investigator spends a few hours staking out the lot, one of a few things may happen:

Absolutely nothing. Your Sim determines there is no crime around here. At least, not right now.

Investigator does not observe any active crimes, but as a result of the stakeout, may have discovered a clue for a case or prevented crime from occurring. The value of performing stakeouts increases.

The Investigator spies some suspicious activity between two Sims. The Investigator then needs to file a report with local law enforcement.



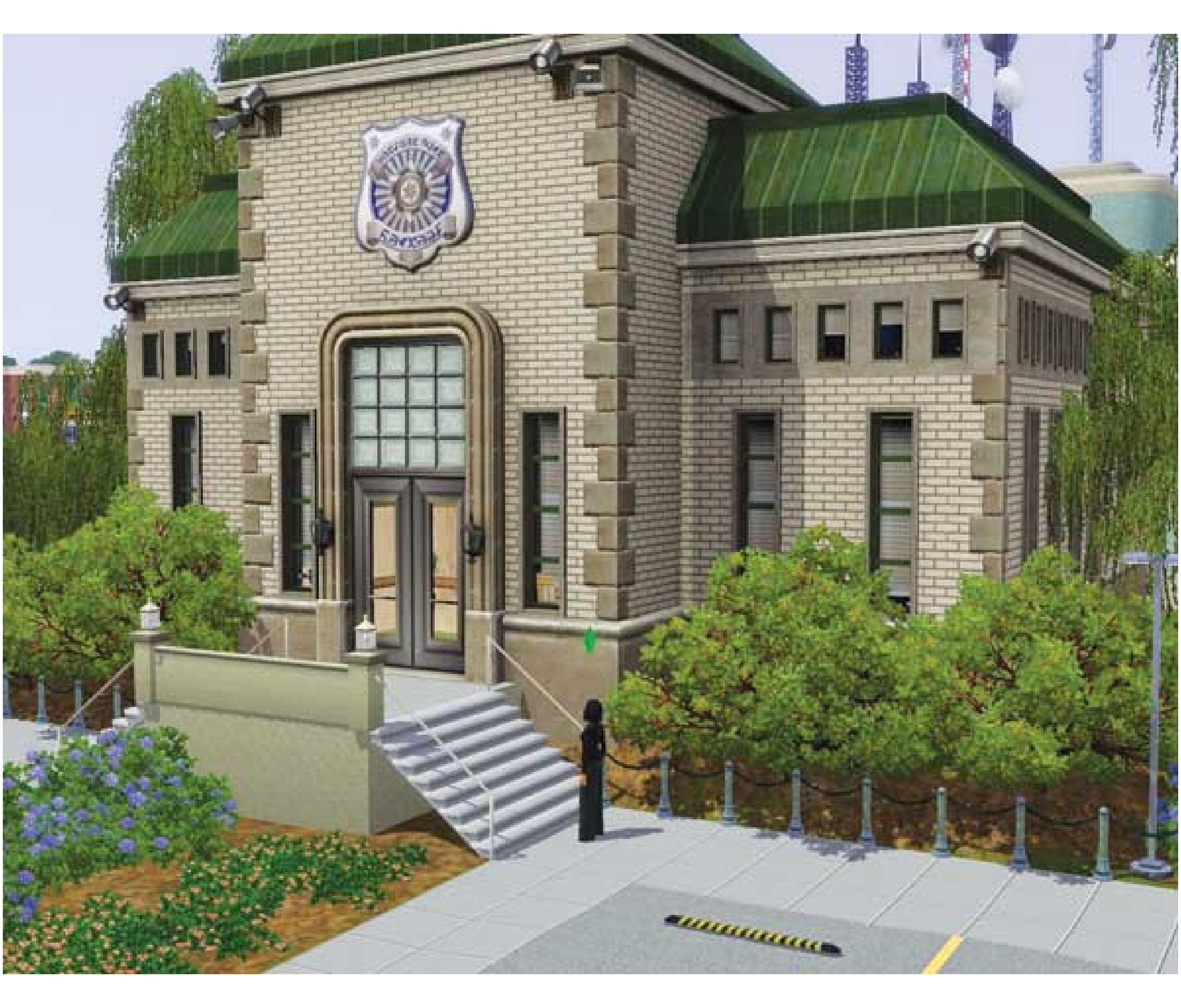
An Investigator who spots any suspicious activity must go to a computer and write it up. This is just like writing an article in the Journalism career.

After a certain time, the Sim finishes the report and sends it off to the police. When the police receive it, they reward the Investigator with some Simoleons for helping keep the peace in town.

Caution

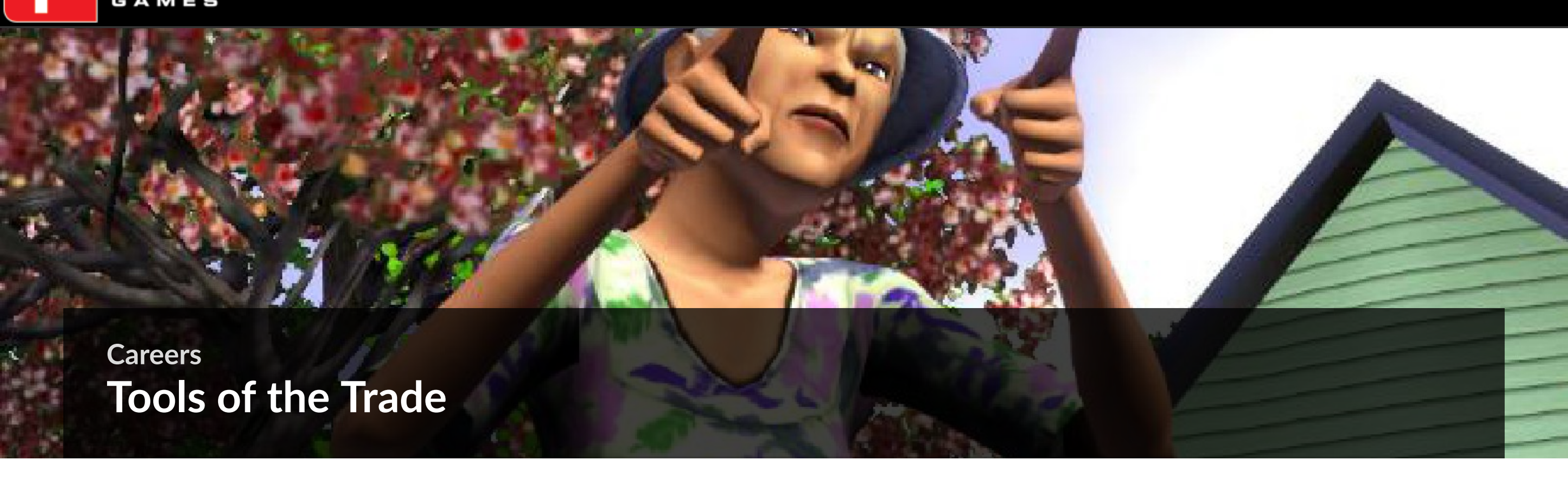
Be warned: Stakeouts are stressful activities. Your Sim may need to do something fun after a stakeout to recuperate.

Extra Activity: Low Level Police Work



When not on a case, Investigators can make a little extra cash by heading down to the local police station and choosing the Do Low Level Police Work interaction on the venue.

Your Sim disappears inside the police station for several hours, which is similar to an actual shift in one of the original careers. After the shift has ended, your Sim gets a nice little payday for helping out.



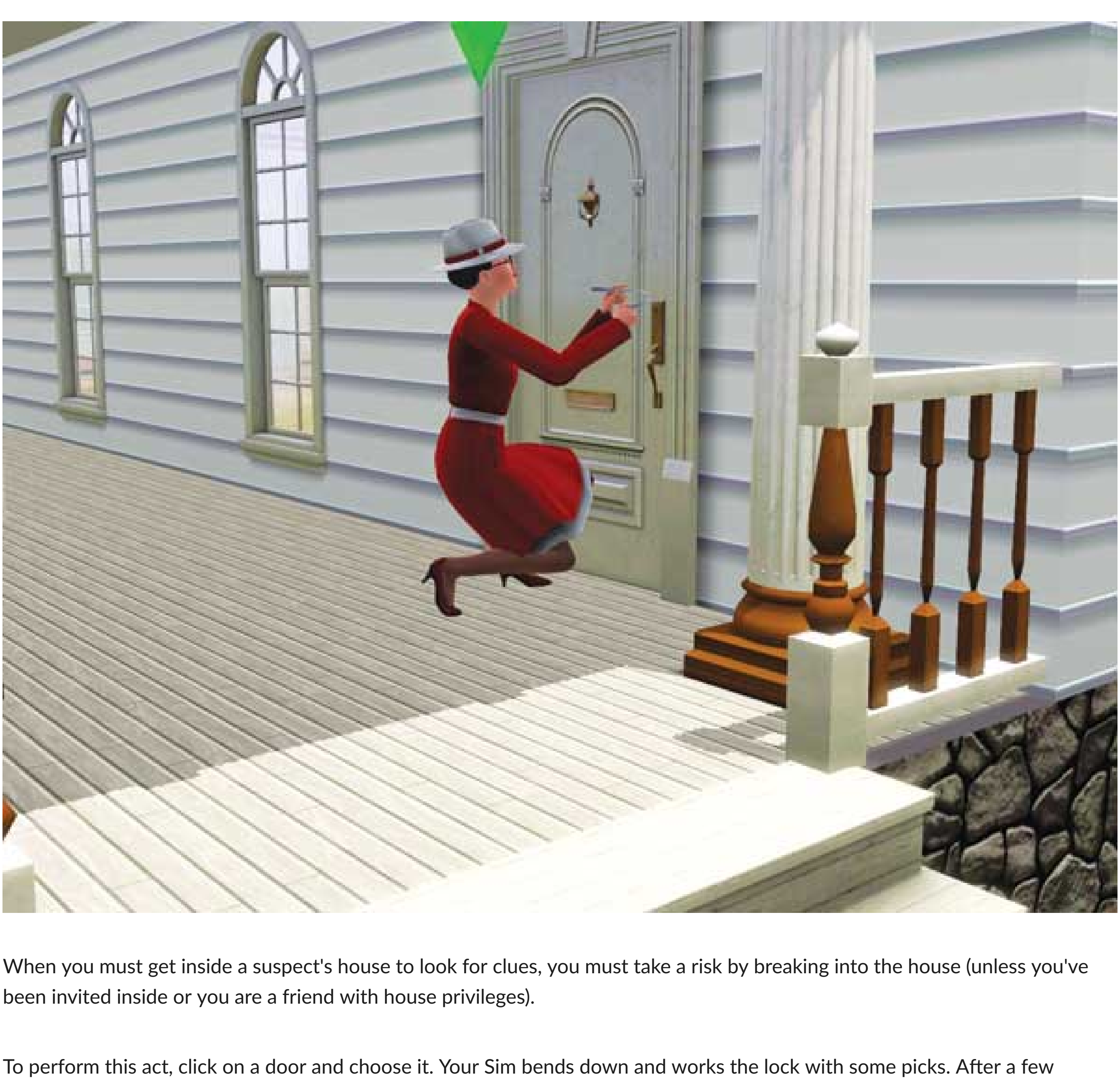
Careers

Tools of the Trade

While on cases, Investigators must do more than just interview neighbors and potential wrongdoers related to the assignment.

They must perform a number of activities, often detailed in each specific step of the case. (All cases—and steps—are detailed at the end of this section.)

Breaking In

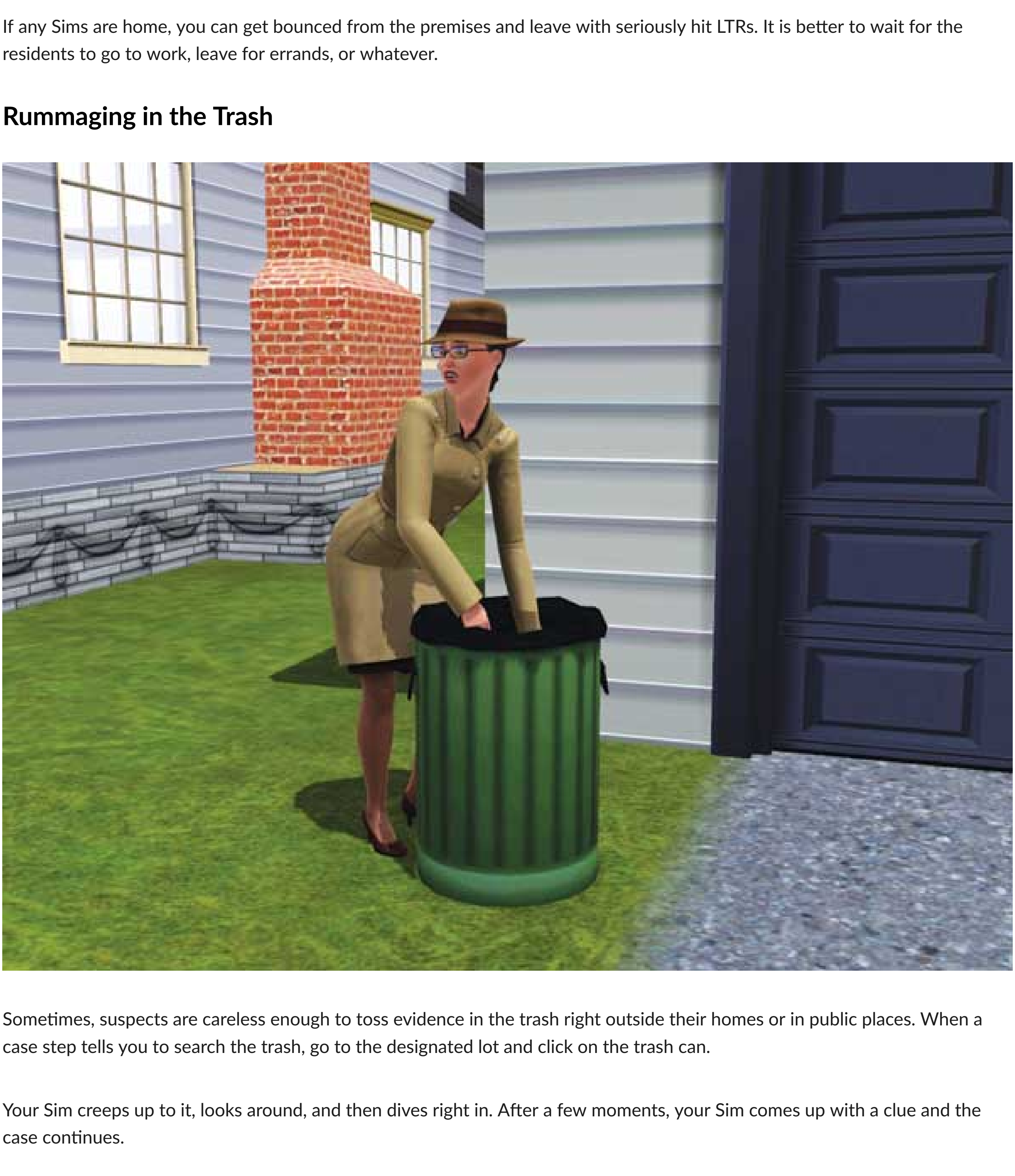


When you must get inside a suspect's house to look for clues, you must take a risk by breaking into the house (unless you've been invited inside or you are a friend with house privileges).

To perform this act, click on a door and choose it. Your Sim bends down and works the lock with some picks. After a few moments, the lock pops and your Sim can enter the house.

If any Sims are home, you can get bounced from the premises and leave with seriously hit LTRs. It is better to wait for the residents to go to work, leave for errands, or whatever.

Rummaging in the Trash



Sometimes, suspects are careless enough to toss evidence in the trash right outside their homes or in public places. When a case step tells you to search the trash, go to the designated lot and click on the trash can.

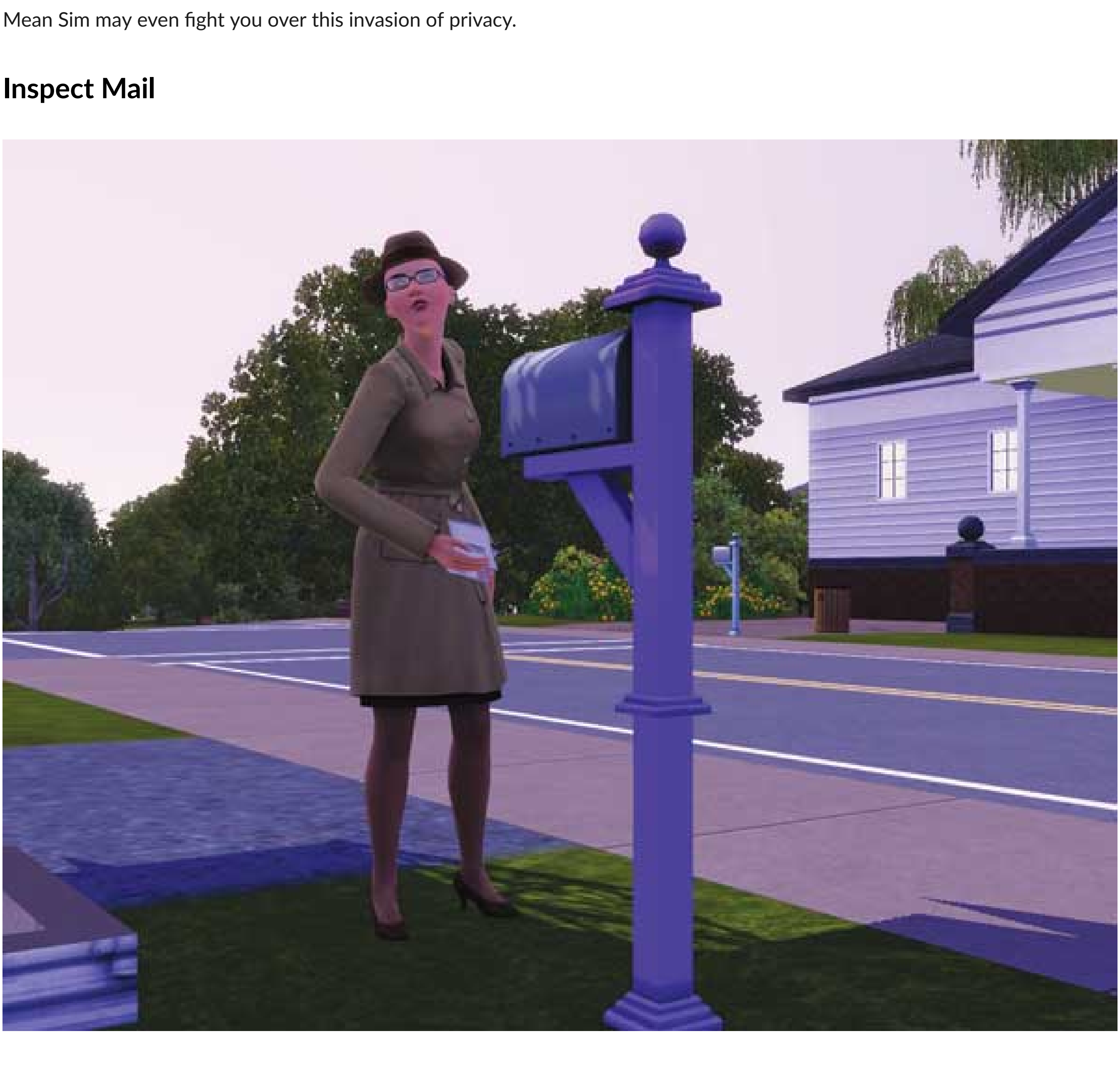
Your Sim creeps up to it, looks around, and then dives right in. After a few moments, your Sim comes up with a clue and the case continues.

Caution

Rummaging through the trash may reveal clues, but your Hygiene can take a big hit unless you are a Slob, and then it doesn't really matter much.

If the lot owner catches you looking through the trash, you get kicked off the property and must start over later. An Evil or Mean Sim may even fight you over this invasion of privacy.

Inspect Mail



Sometimes, you need to rifle through a suspect's mail to gather information. This is like rummaging through the trash.

When you click on the mailbox designated by a case step, your Sim slides up to it and starts flipping through envelopes. Like breaking in or rummaging through trash, you can get caught doing this and then be ejected—or worse.

Note

After successfully rummaging through the mail or trash of another Sim, you may receive notice that you found some seedy information. You may now actually blackmail that Sim for money.

For a short period of time following the acquisition of blackmail material, the Blackmail social is available on the target. If you do blackmail them for money, your LTR takes a big hit.

If you don't blackmail them, your LTR takes a smaller hit. Sims with the Good trait cannot blackmail.

Hack Computer

When a suspect might have evidence on a computer network, you must hack into it. Click on any computer and choose the Hack interaction to do some data-diving. After a few moments, you find what you are looking for.

Tip

Use the free computer at the town library or reading room to perform the hacking step of cases that require it.

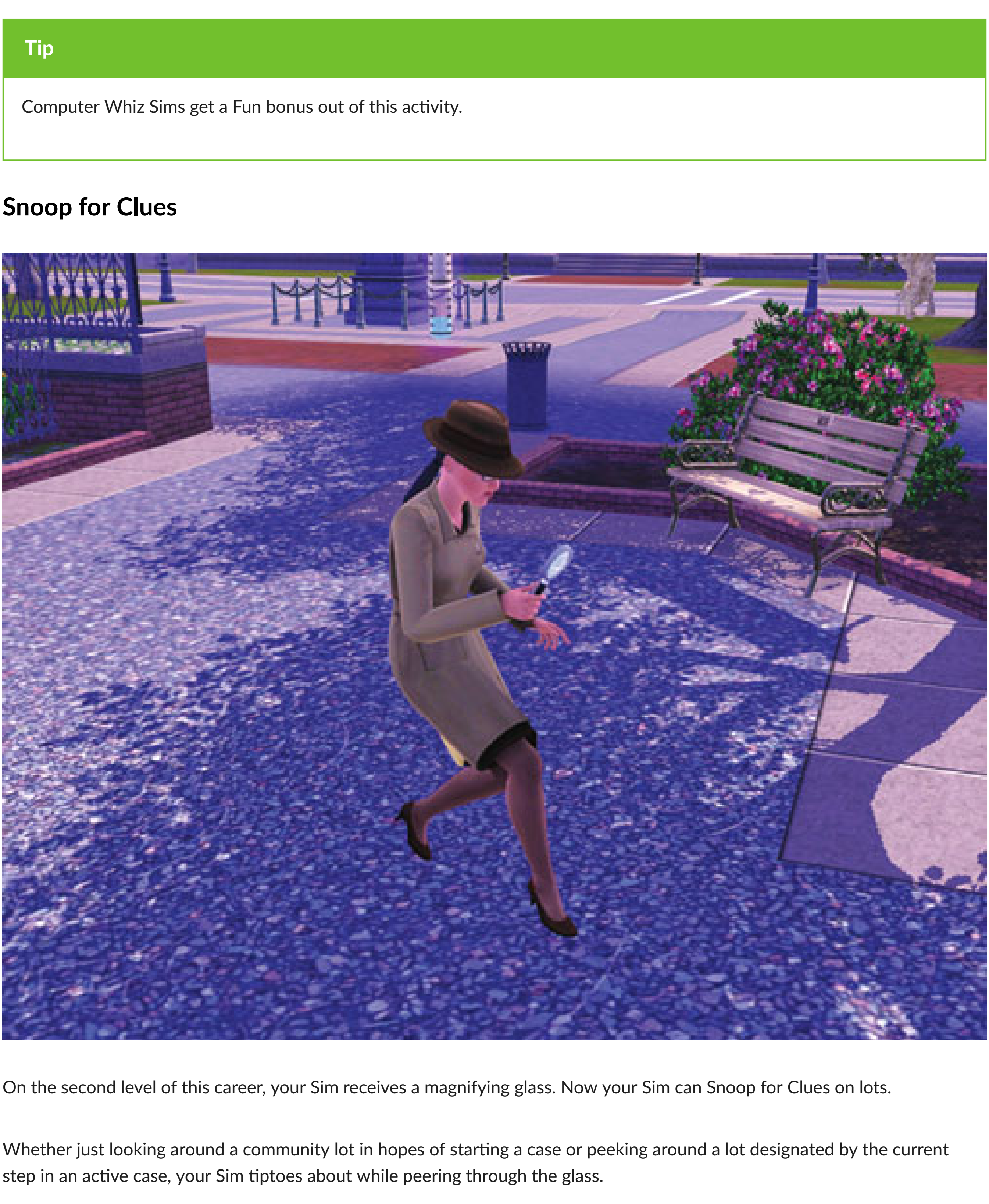
Note

You may also try out the new Hack Information Database version of hacking, which will sometimes pay out in Simoleons. Sims with the Good trait cannot perform this kind of hack.

Tip

Computer Whiz Sims get a Fun bonus out of this activity.

Snoop for Clues



On the second level of this career, your Sim receives a magnifying glass. Now your Sim can Snoop for Clues on lots.

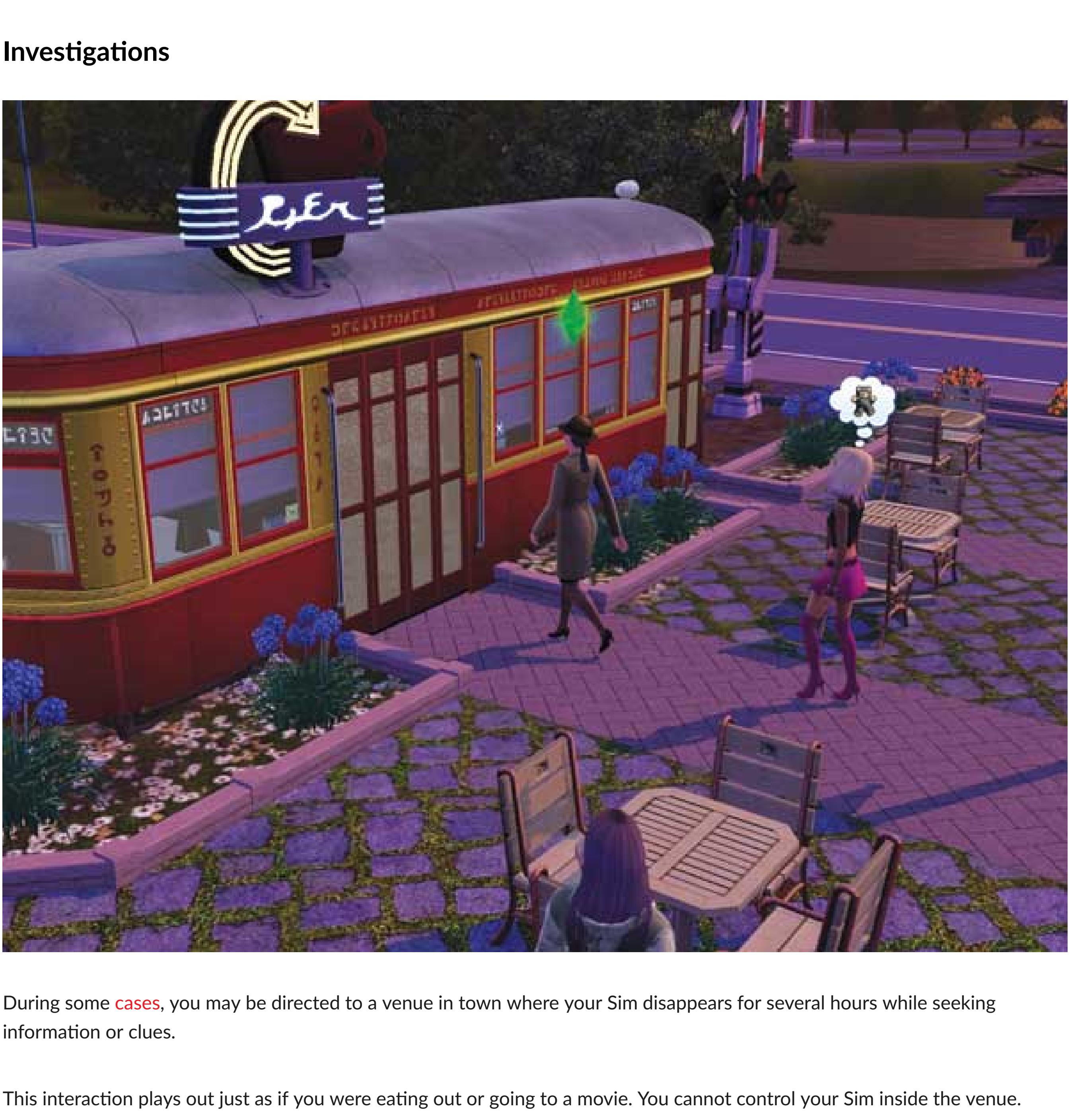
Whether just looking around a community lot in hopes of starting a case or peeking around a lot designated by the current step in an active case, your Sim tiptoes about while peering through the glass.

After a few moments, the Investigator will either find the necessary evidence (during an active case or starting a new one) or come up dry.

Tip

Snooping for Clues slowly builds the Logic skill, but also stresses your Sim out a little because this is so important to solving cases.

Investigations



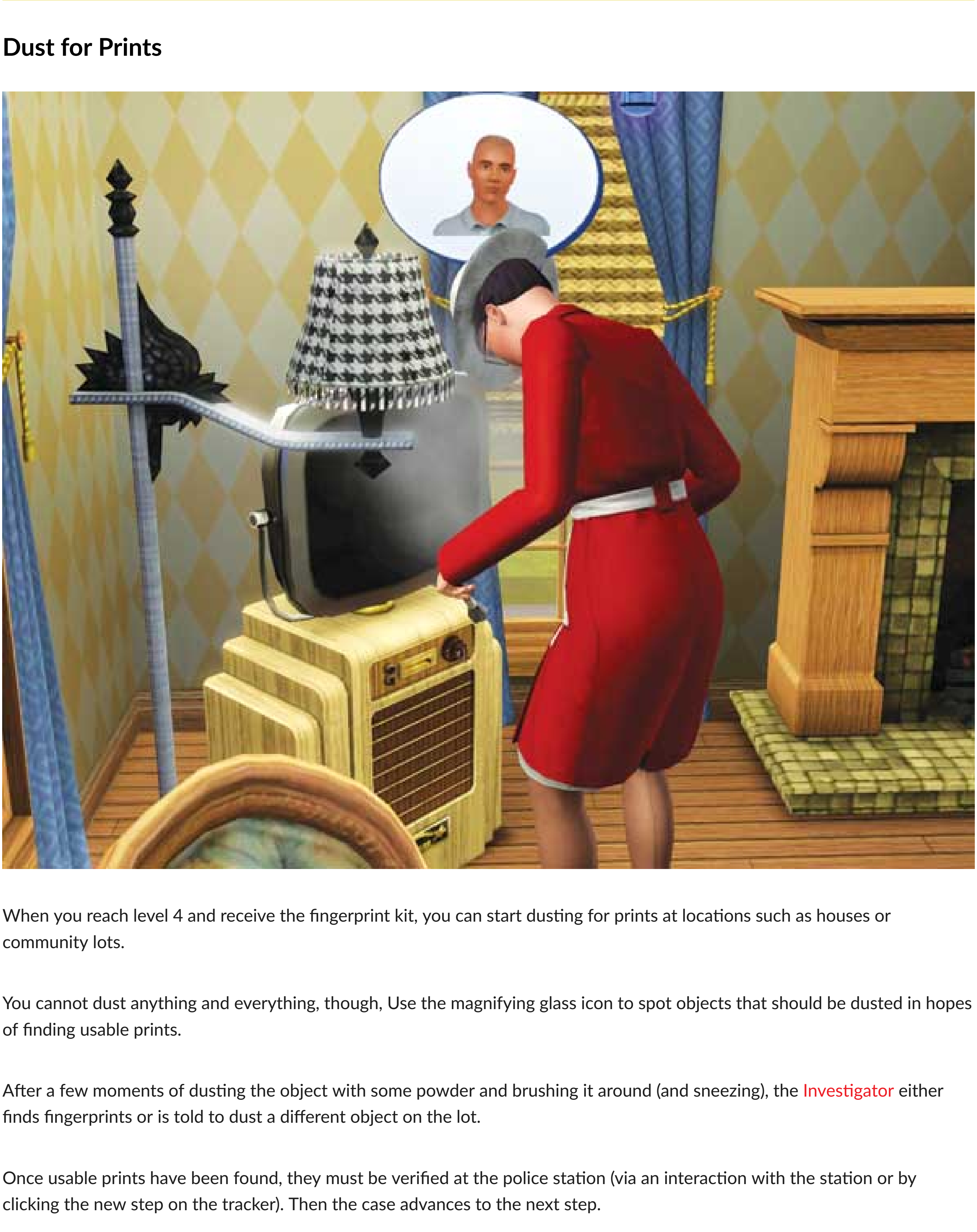
During some cases, you may be directed to a venue in town where your Sim disappears for several hours while seeking information or clues.

This interaction plays out just as if you were eating out or going to a movie. You cannot control your Sim inside the venue. When your Sim emerges, though, the case moves on to the next step.

Note

Like investigating a venue, Sims are sometimes requested to make phone call to friends at intelligence agencies. These take less time, but advance the case.

Dust for Prints



When you reach level 4 and receive the fingerprint kit, you can start dusting for prints at locations such as houses or community lots.

You cannot dust anything and everything, though, Use the magnifying glass icon to spot objects that should be dusted in hopes of finding usable prints.

After a few moments of dusting the object with some powder and brushing it around (and sneezing), the Investigator either finds fingerprints or is told to dust a different object on the lot.

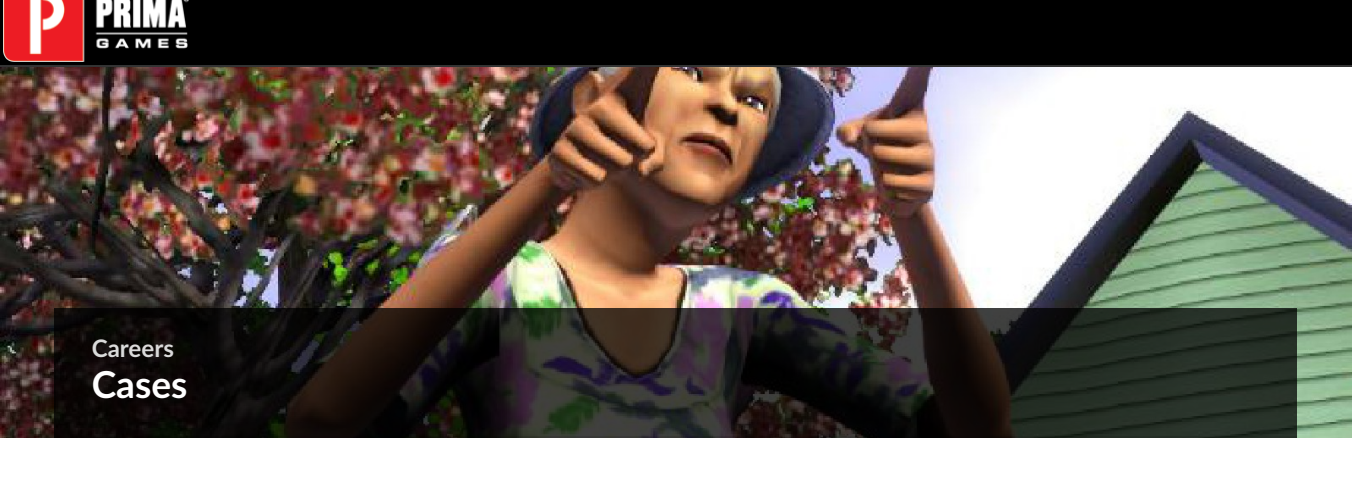
Once usable prints have been found, they must be verified at the police station (via an interaction with the station or by clicking the new step on the tracker). Then the case advances to the next step.

Note

After snooping for clues or dusting for prints, use the Take for Evidence interaction to swipe things from other Sims.

Tip

Dusting for Prints slowly develops the Logic skill. The higher the Logic skill, the faster the Investigator dusts. This is helpful for not getting caught!



Careers

Cases

When you first start out on this career, your cases are pretty easy—just two or three steps with few dangerous activities. However, as you gain promotions and work your way up the career, the cases become much more involved and require many steps to complete.

The amount of breaking into homes increases. The chances of getting caught looking through the mail skyrockets. It's just a more dangerous racket when you are getting to the top of your game.

Cases include missing Sims or objects, unfaithful lovers, and mysteries. All cases are detailed below, including the necessary steps.

However, you may notice that we do not give names in these steps. That's because no two Investigators will deal with the exact same people in a case.

A private eye in Sunset Valley is not going to talk to the same Sims as one in Twinbrook, for example. This maintains a degree of randomness.

The Case of the One Bad Apple

Step	Description	Hint
Step 1	The owner of the local supermarket's got a big problem that he needs my help with. Somebody is stealing boxes of fresh fruit every morning. Shame—I like apples. I should interview the owner at the supermarket to start my investigation.	"Interview Owner" at the local supermarket
Step 2	The owner is never at the store in the mornings, so he's absolutely befuddled as to who could be the culprit. The morning clerk, Sim X, may have the answers I need. The two of us should chat.	"Interview" Sim X
Step 3	Sim X is pretty sure the culprit was wearing a uniform commonly worn by thugs of the local crime syndicate. Sim X is known to be involved with the syndicate. I should question Sim X, or get ready to dole out a bribe to get the answers I need.	"Question" Sim X
Step 4	You know things are bad when criminals are being had by other criminals. According to this crook there was a hit supposed to go down on the box of fruits...but somebody else got there first. This one's got nothing to offer me, so I should ask around town for information.	"Gather Information" from X Sims
Step 5	It appears nobody minds the tragic lack of fruit at the supermarket, mostly due to a new presence on the local fruit scene. Why is it that Sim X has such good prices? I've got questions for this purveyor of apples.	"Question" Sim X
Step 6	Sim X admits to buying fruit off the local black market, but refuses to admit to theft. Sim X pointed a big hairy finger at the clerk, Sim X. An inside job! I should search through Sim X's trash to find evidence of this transaction before I close this case.	Search Sim X's garbage can for clues
Step 7	Jackpot! I found the remnants of a tattered fruit box stolen from the supermarket, as well as the deposit slip for a fat check that far exceeds Sim X's salary. I should report my findings to the owner of the supermarket.	"Report Findings" to local supermarket

The Bad Call

Step	Description	Hint
Step 1	Local athlete Sim X is bitter about a call during a recent game. Sim X wants to hire me to right this wrong. I should check in with the client to see how I can help.	"Interview" Sim X
Step 2	Sim X thinks the foul call during the last game was entirely bogus. Sim X claims the call was more bogus than a unicorn, but nobody will investigate the call. I should start by watching the instant replay at the stadium.	"Watch Instant Replay" at the stadium
Step 3	I'm no sports expert, but that call was awful. I haven't seen a call that bad since that fisherman called that killer shark nothing but a minnow. That was brutal. I should ask around to find out who the ref was.	"Ask About Referee" to X Sims
Step 4	It seems nobody cares much for the referee, who I now know to be Sim X. I should head to Sim X's home and dig through the garbage a bit to see what sort of trash this character is throwing away. It may hold a clue.	"Search Through Garbage" at Sim X's home
Step 5	I found a rather cryptic note crumpled up in the trash. It said something about a meet up at the park...soon. I better get there quickly and conduct a stakeout!	"Conduct Stakeout" at park
Step 6	I saw the referee chatting with the owner of the rival sports team. That's foul play if I've ever seen it! I should confront Sim X to point out the bad play that's going down. This needs to stop.	"Confront" Sim X
Step 7	Sim X crumbled like a week-old coffee cake that's been stuck under the seat at the stadium. He/she admitted to accepting a bribe in exchange for the bad call. I expect a resignation in the future, which should mean better games for Sim X. Speaking of which, I should tell Sim X the good news.	"Report Findings" to Sim X

Ballot Buffoonery

Step	Description	Hint
Step 1	Sim X thinks there was a bit of fraud during the last election...just enough to keep Sim X from winning the election. My first stop on this case should be Sim X to ask questions.	"Interview" Sim X
Step 2	Sim X lost in a record landslide vote, which makes me think Sim X is just a sore loser. But, I'm being paid to check for fraud. I should ask around town to see what the locals thought about the election.	"Ask About Election" to X Sims
Step 3	It seems like everyone in town absolutely loved Sim X as a candidate. Something seems fishy here, especially with the landslide vote. It should have at least been close. I should check the voter rolls at City Hall.	"Check Voter Rolls" at City Hall
Step 4	Odd...I don't recognize most of the names on this list. Of course, all of these mystery names voted for Sim X's opponent...the victor. I have seen one of these names before—in an obituary. I should snoop for clues at the graveyard.	"Snoop for Clues" at graveyard
Step 5	Half the voters on the rolls are located in the cemetery. Last time I checked, the dead don't get a say in elections. Unless the local government has approved a law for absentee death voting, I think I've solved this case. I should report to Sim X.	"Report Findings" to Sim X

Case of the Culinary Backstab

Step	Description	Hint
Step 1	This should be an interesting case. My client, Sim X, wants me to help blackmail the boss at the bistro in hopes of getting a promotion. It's a bit shady, but it pays the bills. I need to find out from Sim X what information is desired.	"Ask About Desired Information" to Sim X
Step 2	Sim X doesn't have any specific dirt, which means I need to gather some. The bistro is popular, which means everyone has been there. I should ask around town to find out what people know about the restaurant and the boss.	"Ask About Bistro" to X Sims
Step 3	It seems like more than a few people have negative things to say about the health record of the bistro. I don't like being a guinea pig, but I think I need to sample the food myself.	Eat at the bistro
Step 4	Holy smokes! The food was good going down, but I'm not so sure it's going to be as pleasant on the way out. At first this was business, but now that I have food poisoning, it's personal! I need to speak to Sim X, a local farmer.	"Ask to Search for Evidence" to Sim X
Step 5	Sim X is a good sort. I've been given permission to snoop for clues on the premises to see if there are any traces of chemicals or foul play. Oh, if my stomach wasn't doing flips this would be easier!	"Snoop for Clues" at Sim X's home
Step 6	All of the plants are perfect as morning rain. There's nothing odd afoot. The food at the bistro is clearly tainted, but the supplier isn't. What if Sim X isn't being honest about this business? I should dust for incriminating prints at Sim X's home.	"Dust for Prints" at Sim X's home
Step 7	Sim X is furious to hear about the double-cross and how my client treated the bistro's customers, including me, with food poisoning. Sim X guarantees that vengeance will be had and all will be set straight. In the meantime, Sim X made caloric filled amends with a delicious plate of chow. Case closed, if you ask me.	"Warn!" Sim X

The Case of a Little Dirt

Step	Description	Hint
Step 1	Sim X wants me to obtain some dirt on someone. I should check with him/her to learn more about the case.	"Report In" to Sim X
Step 2	Sim X is convinced Sim X is trying to hack into the public library's database. As a stalwart defender of public libraries, Sim X wants you to gather evidence by inspecting the mail and searching the trash at Sim X's home.	"Inspect Mail" and "Search through Garbage" at Sim X's home
Step 3	Sim X was quite pleased when I presented the evidence of Sim X's crime. Case closed, assuming Sim X knows what to do with the evidence.	"Report In" to Sim X

Scrounging for Blackmail

Step	Description	Hint
Step 1	Sim X needs to blackmail a local. I'm not sure why, but the client doesn't always explain these things. I should check with Sim X to learn more about the case.	"Report In" to Sim X
Step 2	Sim X just wants some dirt on Sim X, but won't explain why. This job will make me feel dirtier than a week old sponge, but that's the job some days. I should inspect the mail and search through the garbage at Sim X's home.	"Inspect Mail" and "Search through Garbage" at Sim X's home
Step 3	I didn't find anything incriminating in Sim X's mailbox or garbage. Squeaky clean if you ask me. I'll just have to report back to Sim X and explain that if it's blackmail that's desired, it won't be found here.	"Report In" to Sim X

Digging for Dirt

Step	Description	Hint
Step 1	Sim X wants me to dig up some low level dirt on someone. Before I get too deep into the case I should check with Sim X for details that we cannot discuss over the phone.	"Report In" to Sim X
Step 2	Sim X is convinced Sim X works for a small criminal organization in town. Evidence is required before Sim X can conduct a citizen's arrest. I should inspect the mail and search through the garbage at Sim X's home.	"Inspect Mail" and "Search through Garbage" at Sim X's home
Step 3	Ah ha! Based on the notes in this discarded diary, Sim X is an aspiring crony in the local crime syndicate. Sim X is quite the observant local snoop...and probably a creepy neighbor. I should report back to Sim X with this information.	"Report In" to Sim X

Case of the Fisherman's L. 105

Step	Description	Hint
Step 1	The Fishermen's Union, Local 105, is worried about somebody or something catching all of their fish. I should check in with Sim X, the head of the union.	"Report In" to Sim X
Step 2	Sim X is convinced the fish aren't biting like they used to. There just aren't as many of them in the ocean. I think I should fish for a bit around town, maybe just a few hours, to see if I can figure out what Sim X is talking about.	Fish for X hours
Step 3	Sim X wasn't lying! The fish seem awfully shy for this time of year. Something is afoot and I intend to find out why. I should conduct a stakeout at the beach.	"Conduct Stakeout" at the local beach
Step 4	My stakeout at the beach didn't reveal anything shadier than a palm frond resting lazily over a hammock. Perhaps I may find something a bit more skeevy if I conduct a stakeout at a remote fishing pond?	"Conduct Stakeout" at fishing pond
Step 5	Again, nothing too suspicious. Nothing is happening at the fishing spots, which is odd, as that is where the crime is occurring. I overheard a fisherman claim the diner has a great fish sandwich. It's a bit of a stretch, but perhaps a stakeout there will render the results I need.	"Conduct Stakeout" outside local diner
Step 6	Finally! I was worried I lost my ability to encounter shady individuals on a consistent basis. I saw two Sims exchanging information—one of whom was Sim X, a local journalist. I should confront the journalist to find out what Sim X can tell me.	"Confront About Suspicious Activity" to Sim X
Step 7	Sim X won't say anything. Figures. Guilty folks never speak up. I should do a little questioning with the locals to find out what I can about Sim X.	"Ask About Sim X" to X Sims
Step 8	According to the locals, Sim X clearly has an obsession with sharks and hasn't been doing well at work. That's a recipe for...well, something. I should confront Sim X about this odd behavior.	"Discuss Shark Costume" to Sim X
Step 9	Sim X folded like a flan in a cupboard. Sim X has been dressing up like a shark to scare the fish away. This was done in the hopes of writing a front page news story about rampant sharks off the coast. Bizarre! Sim X agrees to discontinue the "sharking" as long as I keep quiet. I will. Nobody would believe me.	"Report In" to Sim X

Someone's Fishy

Step	Description	Hint
Step 1	Sim X is having an issue with some missing apples. Seems pretty ordinary, but knowing this town, it's anything but. Better go see what's up.	"Interview" Sim X
Step 2	Seems Sim X had saved a bunch of fresh apples to use as bait on a fishing trip. Problem is, the fruit seems to have made itself scarce. Unless those apples grew legs, I'm thinking someone took them. I better dust for prints and see what I can find.	"Dust for Prints" at Sim X's home
Step 3	Now this just keeps getting weirder. I found some...fin marks...leading to the trash can outside. Better do some rummaging.	Search Sim X's garbage can for clues
Step 4	Here's something...I found a bunch of apple cores in Sim X's garbage can. They have some strange bite marks on them...nothing I've ever seen. I should bring a sample to the science lab. Maybe they can make sense of this.	"Analyze DNA" at local science facility
Step 5	The DNA on the apples was tested. The results...bizarre to say the least. Only 72% of the DNA was human. Stranger still was the creepy lab tech who was spying on me at the lab. I better ask around town to see if anyone knows who this scientist is.	"Ask About Technician" to X Sims
Step 6	Seems someone saw the lab tech sneaking around Sim X's house at night. Might have even snatched his lawn gnome. Sounds like a shady character in general. Maybe I can catch him there again.	"Conduct Stakeout" at Sim X's home lot
Step 7	This one's sneaky. I caught a glimpse of him and heard the trash can rattle but couldn't catch 'em in the act. I should see if there's anything in the garbage.	Search Sim X's garbage can for clues
Step 8	Well, I found the missing gnome, and it was hot to the touch. Seems our friend not only stole the gnome, but did some experimenting on it. The tech wasn't too careful though and I got some prints off of it. Better take these to the police station to get analyzed.	"Analyze Prints" at the local police station
Step 9	Got a name. Sim X. Turns out Sim X has been working at the science lab for a while now. I should go snoop for clues around Sim X's house.	"Snoop for Clues" at Sim X's home lot
Step 10	Well, looky here. Sim X's journal. Must've dropped it on the way to work. This is the break I need. I should head home and read through this journal.	Read Sim X's journal
Step 11	This is unbelieveable. The lab technician had been doing research on goldfish... trying to turn them into real gold. Then, on "Take Your Child To Work Day," their kid ran in front of the FishAlchemy ray to try to save the goldfish. Poor kid...the ray transformed him into something...inhuman. He disappeared one day leaving only a pile of apple cores on the kitchen table...Wait...what's this? Says the kid became obsessed with water. Maybe I should check out the pool.	"Snoop for Clues" at the pool
Step 12	Looks like I'm too late. Found a note...says "Fish Kid was here." Probably escaped into the water drainage system. Maybe one day I'll catch the kid but today is not that day. I better get back to Sim X to explain what I found.	"Report Findings" to Sim X

Case of the Enthusiastic Fans

Step	Description	Hint
Step 1	Sim X is a local musician with fan troubles. Apparently there are stalkers about that are interested in more than treble clefs. Ha! I should check in with Sim X to find out how I can help.	"Report In" to Sim X
Step 2	Sim X is convinced there are stalkers everywhere. I look over my shoulder and don't see anything, but hey, musicians can be dramatic at times. I should conduct a stakeout at the local theater to see if any unwanted groupies gather.	"Conduct Stakeout" at local theater
Step 3	There's nothing going on around the theater—perhaps I'm not being subtle enough? I bet these stalkers were clumsy enough to leave behind evidence at the park, which is the site of Sim X's last show. I should snoop for clues in the park.	"Snoop for Clues" at main park
Step 4	Ick! Disgusting! I found a guitar pick that's covered in Sim saliva. Slobbering on musical gear seems like something a stalker would do. I should analyze the saliva at the police station to see if it matches any known criminals.	"Analyze Saliva" at police station
Step 5	The saliva doesn't match any of the records on file, which means our stalker isn't a criminal. At least, not a criminal that has been caught. I should retrace my steps, because maybe I'll find a matching sample along the way. I should start by searching through the trash at Sim X's home.	Search Sim X's garbage can for clues
Step 6	I found a piece of food. It's quite icky and nasty, but it may have the saliva I'm looking for. I should analyze this food at the police station.	"Analyze Saliva" at police station
Step 7	Strangely enough, the saliva on the food matches the saliva on the pick. Even stranger, the saliva comes from none other than Sim X! Could Sim X be...self-stalking? I should hack Sim X's website to see if I can find some clues.	Use a computer to "Hack" Sim X's computer
Step 8	There are a ton of posts from rabid fans, but each post and each user ID is tied to the same IP address—Sim X's. I think Sim X may be a slight lunatic, or perhaps there are split personalities at play here. I should discuss this with Sim X, a local doctor.	"Discuss Split Personalities" with Sim X
Step 9	Sim X claims Sim X is a textbook case of split personalities. Poor Sim X is having to write music and contend with more than one mind. I should report in and explain the situation to Sim X.	"Report In" to Sim X

The Case of Gnome Footsy

Step	Description	Hint
Step 1	It's often said that you shouldn't keep a garden gnome if you have soft-toed shoes. The things are so kickable. Unfortunately, Sim X wants me to track down who is kicking a gnome. Sim X's gnome. I should ask Sim X who would do such a thing.	"Ask About Potential Suspects" to Sim X
Step 2	Sim X is fairly convinced the next door neighbor, Sim X, is guilty of the gnome kicking. I should rummage through Sim X's garbage to see if I can find any evidence of wrongdoing. Maybe then Sim X can bring the gnome out of hiding.	Search Sim X's garbage can for clues
Step 3	Why would Sim X own shoes with toes so mangled, presumably from kicking a gnome, that they needed to be thrown away? Very peculiar. I should speak to Sim X about the shoes.	"Ask About Shoes" to Sim X
Step 4	Sim X confessed to kicking the gnome and to having pronounced anger management issues. Sim X agreed to stop kicking the gnome and to seek counciling. I should tell Sim X the good news.	"Report In" to Sim X

Case of the Footsore Floater

Step	Description	Hint
Step 1	I just got a call from Sim X. It seems every night someone or something is bruising Sim X's poor toes. It seems my cases get weirder every day. I should speak to Sim X about who might be doing this wham-bang toe job.	"Ask About Potential Suspects" to Sim X
Step 2	Sim X has long had qualms with a certain next door neighbor. Seems preposterous that the neighbor, Sim X, would go on a nightly toe smashing rampage, but who knows? I should speak to Sim X about this accusation.	"Discuss Accusation" with Sim X
Step 3	The neighbor began cackling like a hyena who has had too much laughing gas at the dentist. It appears the real suspect is Sim X. Every night Sim X sleepwalks and kicks a garden gnome. I should research sleepwalking a little bit at the local hospital to see if the facts line up.	"Research Sleepwalking" at local hospital
Step 4	According to the docs the sleepwalking theory makes a lot of sense. It seems Sim X has consulted with the hospital before for sleepwalking. I should tell Sim X that I solved the case.	"Report In" to Sim X

Case of the Hacker Elite

Step	Description	Hint
Step 1	Sim X wants to hire me to do some cyber warfare. Ideally this will be a big case involving data theft and piracy, though I'm sure it's just a forum quibble I need to settle. I should interview Sim X for the details.	"Interview" Sim X
Step 2	Some days I hate my job. Sim X is worried that Sim X has been saying mean things about him/her on a forum both of them frequent. It's my job to hack into Sim X's computer to set things straight. Ugh.	Use a computer to "Hack" into Sim X's Computer
Step 3	I'm not proud of myself, but I went online and called Sim X a "noopen poopen," which is apparently something really mean in some online circles. I should tell Sim X the job is done.	"Report In" to Sim X

Case of the Hacked Off Client

Step	Description	Hint
Step 1	My client, Sim X, has heard through the grapevine that I'm a certified cyber-wiz. This may or may not be true, but I won't dissuade any clients from that "somewhat truth." I should interview Sim X about the job.	"Interview" Sim X
Step 2	Sim X wants me to hack into the local business bureau's database to clear up a slight "credit mistransaction." Ethics aren't my department—I'll do the hacking and Sim X will need to sleep at night.	Use a computer to "Hack" into creditor's computer
Step 3	I was able to hack into the creditor's database and swap a few 1s with a few 0s. Nothing I did was too illegal, but my tracks are clear. They are always clear. I should report back to Sim X.	"Report In" to Sim X

Hacked

Step	Description	Hint
Step 1	Sim X is furious about a double cross that cannot be discussed over the phone. My services are needed, so I should interview Sim X for the details so that I can get to work.	"Interview" Sim X
Step 2	Sim X hacked into Sim X's personal computer, stole some files, and used them to earn an ill-gotten promotion from work. Sim X wants me to obtain evidence so that all wrongs can be righted. I should hack into Sim X's computer.	Use a computer to "Hack" into Sim X's Computer
Step 3	Sim X has the setup of a novice hacker. Nothing but a crummy firewall and sloppy password protector barred my way. I took the files, left a few surprises, and got out. I should report back to Sim X with the news.	"Report In" to Sim X

Case of the Missing Billfold

Step	Description	Hint
Step 1	Why is it that people are always losing their wallets? I cannot imagine a more important piece of leather. Sim X wants to hire me to recover a lost wallet. I should interview Sim X for details about the case.	"Interview" Sim X
Step 2	I asked Sim X to mentally re-trace any footsteps taken over the last few hours. It appears Sim X made a brief stop at beach, which means my first stop will be to snoop for clues there.	"Snoop for Clues" at the Beach
Step 3	I managed to recover Sim X's driver's license, but no sign of the meatier prize—the wallet. I should question some locals to see if they've seen the wayward wallet.	"Ask About Wallet" to X Sims
Step 4	Sim X claims to know something about the wallet, but won't reveal any information. I've seen this before. I'll either need to befriend Sim X and be convincing enough...or use a bribe.	"Convince" Sim X to give up wallet
Step 5	I was able to convince Sim X to hand over the wallet. Sim X claimed to have found it on the ground. As usual, I heard the defense "I was going to return it!" Right. I should return the wallet to Sim X.	"Return Wallet" to Sim X

Mystery of the Stolen Card

Step	Description	Hint
Step 1	People are too tied to credit cards these days. I try not to use them, personally, but my client, Sim X, just lost a wallet full of them. I should interview Sim X to get the facts on this case.	"Interview" Sim X
Step 2	Sim X has been on a spending spree lately, so the cards could be anywhere. Fortunately, Sim X seems to think the cards were last used at the gym. I should snoop for clues there first.	"Snoop for Clues" at the gym
Step 3	I found a few of the cards, but not all of them. The case must go on. Sim X seems like a pretty big shopper—I imagine some of the locals have witnessed these cards in action. I should ask X locals about the cards.	"Ask About Cards" to X Sims
Step 4	Sim X is the sly, shady sort. I'm bothered by jokers stealing other folks' credit cards. I either need to get close to Sim X and be convincing enough to get the cards, or just settle for a bribe.	"Convince" Sim X to give up cards
Step 5	Sim X seems like a con-artist, but I'm not being paid to investigate Sim X's dealings. Maybe in the future. For now, I need to return the credit cards to Sim X.	"Return Cards" to Sim X

Case of the Unsure Heart

Step	Description	Hint
Step 1	My new client, Sim X, wants to propose to his girlfriend. Unfortunately, the poor chap isn't sure if she actually loves him. This is where I come in. I need to go on a fact finding mission for a fluttering heart. I should check in with Sim X first.	"Report In" to Sim X
Step 2	Sim X really has it bad for this girl. I hope she's worth it. He suggested I speak to a few family members to see what they think of the current relationship. That seems like a good start.	"Ask About Relationship" to X family members
Step 3	Sim X's family members don't see this relationship as a very strong one. They aren't keen on it at all. Strike one. I'm going to hack into the girlfriend's computer to see what she has to say about the subject.	Use a computer to "Hack" into girlfriend's computer
Step 4	This is heart breaking. Thankfully, it's not my heart to break. Sim X's gal doesn't even mention him—no pictures, no emails, no blog posts...it's as if she doesn't care. I should break the news to him so that he doesn't propose like a fool.	"Report In" to Sim X

Case of the Snail Mail Jam

Step	Description	Hint
Step 1	Local political boss Sim X has a case for me, something about mail fraud. I should report in to Sim X to get the facts for the case.	"Report In" to Sim X
Step 2	Sim X is worried about mail fraud, specifically, an excess of mailbox spam. Sim X wants me to bend the rules and go through a few mailboxes to find out who is spamming the citizenry.	"Inspect Mail" on X Sims' Mailboxes
Step 3	All three mailboxes contained junk mail from the local bookstore. Used books? I don't think I care much for used books and apparently neither do the locals. I should report back to Sim X so that the bookstore can be told to stop spamming folks.	"Report In" to Sim X

In the Name of Love

Step	Description	Hint
Step 1	Sim X is on the hunt for a ring. She wants to be engaged badly and she wants me to find out if one is on the way. This dame seems a bit crazy, but psychology isn't my profession. Being an Investigator is. I should check in with her first.	"Report In" to Sim X
Step 2	Sim X is definitely two nuts away from being a squirrel farm. Her boyfriend, Sim X, has no idea. I should search through his mail first to see if there's any evidence of a ring purchase.	"Inspect Mail" on Sim X's Mailbox
Step 3	Sim X recently purchased a ring if this receipt here is telling the truth. If he's got the ring, I wonder why it hasn't been delivered yet? Maybe his trash can will tell the next chapter of this tale?	Search Sim X's garbage can for clues
Step 4	Sim X recently purchased a bouquet of flowers, lovely arrangement, but threw them away. Cold feet? Too nervous to pop the question? Perhaps Sim X has realized how intense his girlfriend is. I should tell Sim X to back off a bit and ease up.	"Report In" to Sim X

Case of the Price Gouged Produce

Step	Description	Hint
Step 1	Sim X believes that something shady is going on at the supermarket. I should go talk to Sim X and find out exactly what's going on.	"Interview" client
Step 2	My client feels the supermarket is price gouging and wants me to find dirt on the business to use as leverage to get prices lowered. I should purchase X tomatoes and take them to the science lab to conduct a few experiments on them.	Purchase X tomatoes and "Conduct Experiments" at the local science facility
Step 3	Fascinating. The egg heads at the science lab informed me that the tomatoes are most certainly modified, but they are not sure how. They think it's good, but they could not obtain conclusive evidence. I think I should go to the hospital and eat one of these tomatoes under the watchful eye of a surgeon.	"Eat Tomato" at local hospital
Step 4	Holy smokes, I feel great! Whatever is in this tomato it's certainly not bad. I should visit a local doctor, Sim X, to discuss whatever it is these tomatoes may contain. Perhaps medicine can solve what science could not?	"Discuss Tomato Properties" with Sim X
Step 5	Sim X is impressed, but being the skeptical type, concern was expressed as well. Doc Sim X claims that nothing works that well. Too bad I feel great, eh? I should snoop for clues at the local supermarket...see if something turns up.	"Snoop for Clues" at local supermarket
Step 6	I found an odd chemical compound around the supermarket. If my school years serve me right, it's the compound HyroSimoxoNooper. Why would this be in a tomato of all things? I should hack the scientific database and do some research.	"Hack" scientific database on a computer
Step 7	Oh, my stomach! HyroSimoxoNooper is a unique mutagen that provides immediate health benefits, but terrible long-term side effects. Oh, I don't even want to read the list. The supermarket is selling mutant produce! I need to go blow the whistle on this problem at the local supermarket before more locals grow ill.	"Blow Whistle" at local supermarket
Step 8	The supermarket was aghast at what they were selling and the produce was immediately pulled off the shelves. They won't be stocking through that supplier any longer. I was told prices were raised because customers seemed so happy with the produce, but with the return of the old produce comes the return of old prices. I should tell Sim X about this development.	"Report In" to Sim X

Case of the Closed Chapter

Step	Description	Hint
Step 1	A local writer, Sim X called with a literary quandry. A favorite book has been stolen and it's up to me to locate it. Sounds like a solid case. I should start by asking Sim X about potential suspects.	"Ask About Potential Suspects" to Sim X
Step 2	Sim X is fairly choked up over the missing book—a bit too choked up if you ask me. It looks like I'll need to hit the streets a bit and ask around to see if anyone else has noticed the missing book.	"Ask About Missing Book" to X Sims
Step 3	Locals had a few sightings of the book. The best tip I received was that it can be found in a place where people can read for free. I should snoop for clues there.	"Snoop for Clues" at a place where people can read for free
Step 4	Just as I suspected! The book was found at the library. It seems this case is closed once I return the book to Sim X.	"Return Book" to Sim X
Step 5	It appears this case is far from over. Sim X was delighted to have the book back and paid me for my services, but now he/she wants to know who stole the book. I found the book at the library, so maybe a stakeout will render a clue as to who took the book in the first place.	"Conduct Stakeout" at Library
Step 6	Nobody turned up during the stakeout, which means I'm back at square one. Why not trapezoid one? Nevermind. I should ask the bookstore owner if he knows anything about local book thieves.	"Ask About Local Book Thieves" at local bookstore
Step 7	The bookstore owner looked at me like an absolute loon. Apparently the notion of book thieves is too hilarious to be remotely plausible. I feel like I'm being had. I should confront Sim X about this supposed book theft.	"Confront" Sim X

Case of the Wayward Jalopy

Step	Description	Hint
Step 1	Got a call about a missing car. Something about it being special too...a gift from their father. I figure I should ask the client about potential suspects.	"Ask About Potential Suspects" to Sim X
Step 2	Apparently the client's father had ties with the local crime syndicate that are shadier than an apple orchard. I knew the next stop was to pay Sim X a visit to ask about the wayward auto.	"Discuss Missing Car" with Sim X
Step 3	It turns out this fellow is slick. My questions bounced off like a smooth pebble hitting a glassy lake. I did find out something fishy was going down at the beach, and I don't mean the recent jellyfish haul. I figure it couldn't hurt to snoop around the beach for clues.	"Snoop for Clues" at the beach community lot
Step 4	Tire marks have always been distinctive, especially when you've seen as many as I have. I'm willing to bet a buffalo nickel these match those of my client's missing car. It will only take a minute or so at the police station to confirm these prints against those in the database.	"Analyze Tire Marks" at the local police station
Step 5	Sometimes I hate being proved right, though this isn't one of those times. The prints match, which means my client's car was at the beach. I think a stakeout at the beach would help the case and get me some much needed sun.	"Conduct Stakeout" at the beach community lot
Step 6	Why would the consignment shop owner, Sim X, be at the beach conducting shady deals? Because the shop is the perfect means by which to sell said ill-gotten wheels! The puzzle pieces are jamming into place. I think I'll pay Sim X a mostly friendly visit.	"Confront" Sim X
Step 7	The shop owner crumbled like a two-day old crumb cake. He/she's been selling car parts in the back room of the store—our town's very own chop shop. He/she handed me what's left of the car and his/her dignity as well as a refund. I should give the client the refund to finish the case.	"Return Money" to Sim X

Bye Bye Flamingo

Step	Description	Hint
Step 1	Sim X contacted me, mortified, because apparently a prized flamingo has gone missing. My old man used to always say flamingos got a pair of great legs but a terrible nose. Ha! I should ask Sim X who might have taken the bird.	"Ask About Potential Suspects" to Sim X
Step 2	Sim X was too frantic to provide any decent information about a suspect or the bird's location. It looks like it'd be best if I asked around town for the bird's whereabouts.	"Ask About Missing Flamingo" to X Sims
Step 3	The locals had mixed information about the bird's location, though I did hear from one citizen that the bird was located near a remote, freshwater body of water. I should snoop for clues near a pond that fits that description.	"Snoop for Clues" at a remote freshwater pond
Step 4	Oh, I found the flamingo all right. It's a lousy plastic statue! I wish somebody told me I was looking for tacky lawn art! Regardless, the case is almost over. I just need to return the flamingo to my bird-brained client, Sim X.	"Return Flamingo" to Sim X

Case of the Missing Feathers

Step	Description	Hint
Step 1	Sim X just contacted me about a prized flamingo statue that disappeared. I'm unclear as to what it is about a yard ornament that can be prized, but I'm not paid as a designer. I should ask Sim X about potential suspects.	"Ask About Potential Suspects" to Sim X
Step 2	Sim X spent more time gabbing about the estimated value of the statue and its regal origins than telling me anything useful about recovering the piece. I should ask around town to see if anybody has seen this prized piece.	"Ask About Missing Flamingo" to X Sims
Step 3	The locals haven't been much help in my flamingo search. I'm back to square one, unfortunately. Sim X was harping about how the flamingo is a piece of artwork. Perhaps I might find it at the local art gallery? I should snoop around for clues.	"Snoop for Clues" at the local art gallery
Step 4	I think I've been had. I found the flamingo at the art gallery, but I'm not sure it belongs here. I think Sim X is so desperate to convince people the flamingo is art that Sim X put it there...and forgot about it? Regardless, I should return the flamingo.	"Return Flamingo" to Sim X

Mystery of the Missing Mate

Step	Description	Hint
Step 1	Missing people reports occur all the time, though most often, folks just want to disappear for a while. My new client, Sim X, seems to think a friend has gone missing. I should speak to Sim X for facts on the case.	"Interview" Sim X
Step 2	The missing Sim was last seen at the park during a picnic. Perhaps ants carried the poor Sim away, along with the ham sandwiches? I should snoop for clues at the main park in town.	"Snoop for Clues" at park
Step 3	Follow the money is one of the most accurate sayings in my line of work. In this case, the money is a pay stub, addressed to my missing Sim. The pay stub is from the diner. I should enquire there.	"Ask About Missing Sim" at diner
Step 4	Our missing Sim does work at the diner...most days. According to the manager, the Sim has been calling sick in order to attend auditions at the theater. It appears the missing Sim may just be a hopeful actor...which may be worse. I should search the theater.	"Look for Missing Sim" at theater
Step 5	I found the missing Sim at the theater rehearsing a monologue from the play, "Death of a Gnome Hawker." The Sim has been desperately trying to get a part in the play, all the while neglecting the job, friends, and family. I should report back to Sim X with the news.	"Report In" to Sim X

Case of the Aloof Academic

Step	Description	Hint
Step 1	A local "wunderkind" has gone missing. Strange how folks with such big brains cannot find their way home. Sim X has hired me to find this brainiac. I should start my investigation by speaking with Sim X.	"Interview" Sim X
Step 2	Sim X last saw Sim X at the beach, doing some sort of investigation regarding aquatic life. That beach is my ticket to a clue in this case. I should head there and snoop around.	"Snoop for Clues" at beach
Step 3	I wasn't able to find definitive evidence, though I did find an old report card with the missing Sim's name on it. Who takes Aquatic Biology in high school? The next step in my investigation is the local school.	"Ask About the Missing Sim" at school
Step 4	The school has heard of this missing Sim. Apparently, this Sim had perfect grades with the exception of Aquatic Biology. It's been hounding this Sim ever since graduation. The school administrators seem to think this missing Sim can be found running aquatic experiments at the science lab.	"Look for the Missing Sim" at science facility
Step 5	I was able to find the missing Sim knee deep in a de-fanged pirhana pen running experiments on their toothless life expectancy. Apparently, the Sim believes this latest thesis will make up for that bad grade. I should tell Sim X where this underwater wiz can be found.	"Report In" to Sim X

Case of the Bermuda Love Triangle

Step	Description	Hint
Step 1	I got a call from a paranoid Sim who fears their true love has flown the coop. I imagine this gal had her reasons for ditching their fella, but right now I must assume she's a missing person. I need to ask Sim X where Sim X was last seen.	"Ask Where Sim X Was Last Seen" to Sim X
Step 2	I feel like I'm being tugged around like a bull by a matador. Sim X doesn't seem to really know their "true love" very well at all. This means I need to ask around and see what other people know about her, considering there's nothing much they can tell me.	"Ask About Sim X" to X Sims
Step 3	It seems everyone in town is dating Sim X. This is either the biggest love triangle in history or a lot of lies. Probably both. I think I should go through Sim X's mail. It's a dirty means to an end, but there's no free postage in this life.	"Inspect Mail" on Sim X's mailbox for clues
Step 4	Why is it that one mailbox contains a handful of mail, each piece addressed to a different lover, and each with a different name on the return? It doesn't look like 15 young Sims live in this house. Perhaps my contact at the local intelligence agency can help distill this nonsense into one name.	"Phone Intelligence Agency" on phone to decipher evidence
Step 5	It turns out my contact at the intelligence agency has run across all of the names before. Each one is an alias of a well-known con-artist, a local musician. I'm going to catch the con backstage at the theater. Ha ha!	"Catch Con-Artist" at the local theater
Step 6	The culprit has been a con-artist since conning became an art. Really, about the same amount of time she's been a failing musician. Her current hoax is to get everyone in town to fall in love with a fake name, then con them out of gifts and money. Well, I convinced her to cease, desist, and focus on her day job. Unfortunately, now I need to tell Sim X the truth about their "love."	"Report In" to Sim X

Case of the Disappearing Auto

Step	Description	Hint
Step 1	A client just called about a missing car. It's a shame folks don't respect property rights, but really, people will be people. I should check with the client, Sim X, to see if there are any likely suspects.	"Ask About Potential Suspects" to Sim X
Step 2	Sim X is absolutely dumbfounded as to the whereabouts of the car. It seemed to just disappear out of thin air. I should dust around Sim X's lot to find clues.	"Dust for Prints" at Sim X's home"
Step 3	I found some odd prints, but nothing conclusive at Sim X's home. I hate it when forensics fail me. I should check the trash at Sim X's place to see if anything turns up.	Search Sim X's garbage can for clues
Step 4	Finally, a solid clue! A slick pair of racing gloves that are covered in prints. I bet the police database at the local station will help me identify the criminal. This case is as good as solved!	"Analyze Prints" at local police station
Step 5	The gloves apparently belong to famous getaway driver Sim X. I would say Sim X has been caught red-handed, except that hand was gloved. Ha! I should confront Sim X about the glove.	"Confront" Sim X about racing gloves
Step 6	Sim X is playing coy with me. Sim X claims to know something, but wants a bribe first. Lousy criminals never know when to give up.	"Bribe" Sim X for information
Step 7	The Sim spilled the beans faster than a chef who cuts open a can of beans and dumps them. The local crime syndicate has a new car theft operation. Cars are stolen, then the parts are sold to local race car drivers. The Sim said a race was about to occur at the local stadium...I should get there.	"Ask How Car Was Obtained" to Sim X
Step 8	It didn't take long for me to spot my client's car being driven by Sim X. After all, if you miss the car the first time they come back around in a loop about fifty more times. I should ask Sim X how the car was obtained.	"Attend Race" at local sports stadium
Step 9	The driver is horribly ashamed of being involved in the car theft operation. I took the car keys so that I can return it to my client. I also learned the name of the low-level business crony orchestrating the operation. First things first—I need to return the car.	"Return Car" to Sim X
Step 10	Sim X was delighted to have the car back, but I'm not satisfied with my work thus far. A local business person is orchestrating a city-wide car theft ring and I intend to bring it down, hard. I should conduct a stakeout outside the local business office.	"Conduct Stakeout" outside local business office
Step 11	Just as I suspected, Sim X appeared and conducted some shady business deal right outside the business office. I'm going to cook Sim X's goose! I should tell the police about this crime ring so that we can take it down.	"Report to Police" at local police station
Step 12	The police were glad I told them about the car theft ring and they want me to give the signal when Sim X is at work at the business office. All I need to do is wait until regular business hours, go inside the office and confirm Sim X's presence, and the cavalry will arrive.	"Confirm Criminal's Presence" at local business office while Sim X is at work

Great Clap Trap of an Art Heist

Step	Description	Hint
Step 1	I just got a call from the frantic police chief. I thought his badge was going to shake off! Apparently there's a string of robberies going down and he needs me to solve it. The police budget doesn't have room for a long term investigation like this, which is where I come in. Figures. I need to get to the police station to check in.	"Report In" to local police station
Step 2	Oh no! The criminals just hit the art gallery, all before I was able to swipe a donut from the chief's desk. I should head to the local art gallery and dust for prints. You know, to solve this thing so I can get back to my donut.	"Dust for Print" at local art gallery
Step 3	It's shocking that perps never learn to wear gloves, even after years of those corny network detective shows. I've got prints, but I'll need to run them against the database at the police station.	"Analyze Prints" at the local police station
Step 4	Ha! It appears the prints belong to one Sim X. Poor schmuck. I wonder if Sim X knows I'm heading over to slap on some handcuffs?	"Accuse of Heist!" to Sim X
Step 5	I hate being caught with my mouth open, flapping around like a broken workshop door. It appears Sim X was at work when the heist went down. Witnesses and everything. Sim X's prints were at the scene, so I'm going to dust around here to see if something turns up.	"Dust for Prints" at Sim X's house
Step 6	They say to never judge a book by its cover. Sure, I get that, but what about the fingerprints found on TOP of the cover? Odd. I see Sim X's prints all over this, as well as...something different. I wonder if there's anything else around here I can use for evidence? The garbage is usually a good place to look.	Search Sim X's garbage can for clues
Step 7	Well, lookie here! I found the receipt for the book with the odd prints all over it. Sim X was recently at the bookstore and I bet the local bookstore shopkeeper can offer some information. I should swing by the bookstore.	"Discuss Receipt" at local bookstore
Step 8	The bookstore owner claims Sim X is always at the bookstore to check out the latest scientific journals on robotics. I've read about robotics experiments going on at the science lab. Perhaps I should conduct a stakeout at the science lab to see what's clonking about?	"Conduct Stakeout" at the local science facility
Step 9	My hunch about the crooked scientists has paid off. There is clearly something suspicious going on. I recognize the one scientist, Sim X. I should conduct a little research on a computer to learn what I can about Sim X.	"Hack" for information on the scientist on a computer
Step 10	Sim X is one skeevy science geek. It appears Sim X is quite renowned for ethical quandries, robotics, and "misplacing" expensive lab equipment. Sim X certainly fits the bill as a criminal. I should ask a few Sims around town to learn about the connection between Sim X and my first suspect.	"Ask About Connection with Scientist" to X Sims
Step 11	It seems Sim X's relationship with my initial suspect is no longer healthy, which is motive for a frame job. Sim X may very well be the criminal, but first I want to check Sim X's alibi.	"Ask About Alibi" to Sim X
Step 12	Sim X's alibi checks out, but I haven't seen sweating like that since Two-Fists Murphy knocked out Hams McGee in 3 rounds. I swiped Sim X's security card, because I feel I'm being lied to. Using it, I'm going to hack into Sim X's computer.	Use a computer to "Hack" Sim X's computer
Step 13	I was never a fan of science fiction. The future is always drab and full of robots, much like Sim X's computer files. One robot, named the THIEF-1X, caught my eye. Could the robot be the thief? I need to snoop around the art gallery once more to see if there's something I missed.	"Snoop for Clues" at local art gallery
Step 14	I've been around a workshop or two, but I've never seen a piece of scrap metal like this before. It's a very unique piece of metal. I need to speak to an expert inventor about it...like Sim X.	"Discuss Suspicious Scraps" with Sim X
Step 15	It turns out that not only is this metal one-of-a-kind, but the inventor here held this same conversation with Sim X not too long ago. All the pieces have come together: the framing, the scientist's past, the robotic metal at the scene...I need to tell the cops about this.	"Explain Evidence" at the local police station
Step 16	The police agree with the assessment. Of course they do. The police want me to help them arrest Sim X, which means I need to wait until the scientist is at work. From the science lab I can phone the boys in blue to arrest this mad scientist.	"Confirm Criminal's Presence" at local science lab while Sim X is at work

Case of the Cop Gone Rogue

Step	Description	Hint
Step 1	Cops often chafe against the bureaucracy, which is why I work solo. Sim X, a local cop, is chafing at this very moment and needs my help. I should check in to see how I can be of service.	"Interview" Sim X
Step 2	Sim X has hit a dead end with a case involving corruption or some sort at city hall. I hate to see my tax dollars go to waste, so I took the case. Sim X lost scent of the trail around the park. I think I should do a stakeout in the park to pick up the trail.	"Conduct Stakeout" at the park
Step 3	I think I caught a big whiff of the trail when I saw two skeevy individuals making a deal at the park. I bet there's more evidence to be found here at this park. I should look for clues.	"Search for Clues" at the park
Step 4	I was able to find some footprints, which may help me narrow down the culprits. I should show these prints to Sim X, who may know how best to use these clues.	"Discuss Footprints" to Sim X
Step 5	Sim X would typically run these prints past the database at the police station, but the chief would catch wind and shut down our investigation. However, the prints look rather unique. Sim X suggests I ask X Sims around town if they have seen these shoes.	"Discuss Shoes" with X Sims
Step 6	Nobody knew anything about the shoes, though I received several recommendations to speak to Sim X, the stylist. I should speak to Sim X to get the skinny on these footprints.	"Discuss Shoes" with Sim X
Step 7	I got all the information I need about the shoes. Sim X is the only person in town who wears a pair of shoes that would make prints like these. It's time to have a friendly chat with Sim X.	"Confront About Shoes" to Sim X
Step 8	I'm a bit uncomfortable with what I found out. It seems I'm getting answers that only lead to deeper holes. It turns out the lackey with the shoes was only a pawn in whatever is happening, but I did obtain the name of a crooked, well-known politician: Sim X. I should inspect Sim X's mail for clues.	"Inspect Mail" on Sim X's mailbox
Step 9	I found the piece that's been missing from this case—the decisive piece. I was able to uncover a letter from a well known mob boss addressed to Sim X, the politician. I should report my findings to Sim X. This is the break the case needed.	"Report Findings" to Sim X
Step 10	The client snatched the letter out of my hands like a dog who has been starving for days. This is the key to the case, the piece the client needs to finish the job. There's only one thing left to do. Go to City Hall and make sure our crooked politician is there and then, call in the cops. Time to end this.	"Call the Cops" at City Hall

The Case of the Crush

Step	Description	Hint
Step 1	Sim X called me in a total flutter. I think Sim X is in love if the obnoxious lovey dovey jabber coming over the line is any indication. I should interview Sim X to find out what's needed of me.	"Interview" Sim X
Step 2	Yep, Sim X has it bad for a local named Sim X. Sim X is willing to pay me to ask around town to see if Sim X has a crush. I hate playing cupid...not.	"Ask About Sim X's Crush" to X Sims
Step 3	The evidence of a crush is entirely inconclusive, but I'm worried that if I tell Sim X no, I won't get paid. I'll need to play my cards carefully when I report in to him/her.	"Report In" to Sim X

Case of Longing Heart

Step	Description	Hint
Step 1	Sim X is one love sick individual. After one phone call I'm inclined to call a doctor, but prognosis isn't my line of business. I agree to a quick interview to see how I can be of assistance.	"Interview" Sim X
Step 2	Sim X hasn't had a date in a long, long time. I think it's been so long the coroner's office can declare Sim X's love life legally dead. Sim X wants me to ask around to see if I can find another lonely single.	"Ask About Potential Dates" to X Sims
Step 3	It seems Sim X may be the fellow lonely soul Sim X needs. I'll deliver the information and hopefully earn a few Simoleons in the process. Time to report in.	"Report In" to Sim X

The Case of the Rumor Mill

Step	Description	Hint
Step 1	People these days. Always worried about what so and so said about them. Sim X is hiring me to quash a rumor that's floating around. I should interview Sim X first for details.	"Interview" Sim X
Step 2	Apparently, Sim X referred to Sim X as a "llama brained gnome herder." Seems honorary to me, but Sim X claims it's highly insulting. I'm being paid to dispel the rumor amongst several locals.	"Dispel Rumor" to X Sims
Step 3	Now that the rumors have been dispelled I should report back to Sim X, gather my payment, and close this case.	"Report In" to Sim X

Case of the Freshwater Pumps

Step	Description	Hint
Step 1	One of the neighborhood stylists has a beef that I need to solve for him/her. Sim X is convinced a pair of prized designer shoes were stolen when they were last at the day spa. I should check in with him/her to start this case.	"Report In" to Sim X
Step 2	Apparently, the shoes were stolen while Sim X was in the middle of a therapeutic mud bath. They suspect a rival, Sim X, stole the shoes. I should check with Sim X first then.	"Ask to Investigate" to Sim X
Step 3	Sim X claims to have nothing to hide and warmly invited me to dust for prints. I think I will—dusting for clues is one of the things I do best.	"Dust for Prints" in Sim X's home
Step 4	I found a set of prints on the property that are all over the house—but they don't belong to Sim X. I also noticed, or should I say was assaulted, by the overpowering stench of fish. Something fishy is afoot! I should snoop for clues at a fairly public, centralized fishing spot.	"Snoop for Clues" at a centralized, very public fishing spot
Step 5	It seems I found the shoes, or at least prints left by the shoes. Someone came to this spot to fish while wearing heels. That just doesn't seem comfortable! I should hack into the spa's client database to see if any of the recurring clients are fishermen.	Use a computer to "Hack" the spa's client database
Step 6	Hook, line, and sinker! I have narrowed it down to two.... That's quite strange, but hey, I don't pick the suspects. I should speak to the first one, Sim X, about the missing shoes.	"Confront About Shoes" to Sim X
Step 7	You think the suspect would come clean when being confronted about stealing a lady's shoes. Nope. Sim X won't say a word, but perhaps a bribe of a few Simoleons will loosen his lips.	"Bribe" Sim X
Step 8	They took the bribe like a baby being offered a lollipop. Sucker. The fisherman admits to loving a pair of sensible heels, but claims they weren't the one who took the shoes. The two huge skis they call feet prove that the shoes wouldn't fit him/her anyways. I should confront the second suspect, Sim X.	"Confront About Shoes" to Sim X
Step 9	Sim X spilled the beans. They took the shoes and are more ashamed than I care to admit. At least they loved the shoes, though I'm not sure how that helps. Regardless, I have them now and can return them to Sim X to conclude this case.	"Return Shoes" to Sim X

A Spook Story

Step	Description	Hint
Step 1	It seems the rather eccentric proprietor of the local mausoleum has a problem with the graveyard. I'm dying to discover what this case entails. I should visit the graveyard and pay a visit to the mausoleum.	"Discuss Graveside Problems" at the Mausoleum
Step 2	Urns and gravestones have been disappearing from the graveyard and the grave digger has no idea what's happening. I mentioned that the dead were obviously dying to get out but he didn't find that funny. I should snoop for clues around the crime scene.	"Snoop for Clues" at the Graveyard
Step 3	How disgustingly odd. There's goo all over the place. Frankly, I've never seen anything like it. I should head to the science facility to analyze this. I'm dying to find out what it is.	"Analyze Mystery Goo" at the science facility
Step 4	Incredible! The science geeks claim this disgusting goo is ectoplasm—a substance found only on ghosts. It seems the dead are restless. I should conduct a stakeout at the graveyard to see if the scene is truly dead. Gulp.	"Conduct Stakeout" at the graveyard
Step 5	Those two characters were certainly shady, but not quite the transparent shade of a ghost. One of them dropped a shopping list with corn starch and food coloring. I should search the Sim's garbage for additional clues.	Search Sim X's garbage can for clues
Step 6	The trash can was topped off with empty containers full of corn starch and food coloring—the ingredients for synthetic ectoplasm! It's all a fake. The culprit is trying to pin this on the dead and failing. I should have known—dead Sims tell no false tales. I should confront the culprit to end this.	"Confront" Sim X
Step 7	The culprit fell apart like ashes scattered to the wind. Apparently, Sim X has been stealing gravestones and urns in hopes of finding a long lost love...in ghost form. Sim X agreed to return the stolen property. I should relay this to the grave digger at the mausoleum.	"Report In" at the mausoleum

Mystery of the Naked Ring Finger

Step	Description	Hint
Step 1	I just got a call from Sim X, who noticed that a prized ring was missing. One needs no more notification of stolen jewelry than a naked ring finger. I should interview Sim X for facts.	"Interview" Sim X
Step 2	Sim X left the ring in the dining room, then left for work. The cops couldn't find any evidence, but I'm not sure the fuzz can find a ring that isn't made of dough and covered in sugar. I should dust for prints in the dining room.	"Dust for Prints" at Sim X's home
Step 3	I found the prints, but they don't seem to match with any prints in my limited files. I should stop by the police station to run these prints against their database.	"Analyze Prints" at police station
Step 4	There are not one, but two sets of prints on this ring. One set belongs to my client, Sim X. The other belongs to Sim X. Looks like I need to pay a firm visit to Sim X regarding the ring.	"Accost" Sim X
Step 5	Sim X claims to be innocent, as well as a good friend of Sim X. It appears the two had coffee the other day. I should question Sim X to see if Sim X's story checks out.	"Ask About Coffee Visit" to Sim X
Step 6	Seems our suspect was telling the truth. Strange that Sim X would leave out such a significant detail. Something seems fishy. I should snoop around Sim X's house and see if I can find out what it is.	"Snoop for Clues" at Sim X's house
Step 7	I found the ring right here, tucked in a corner of the room! It looks like someone intentionally hid it. Why would someone hide the ring in the house where they stole it from? Well, might as well return it.	"Return Ring" to Sim X

Mystery of the Mutant Fruits

Step	Description	Hint
Step 1	I'm still not comfortable with the idea of mutant produce in my town. I'm curious if others have already experienced the side effects. I should ask a number of Sims around town if they have experienced food issues.	"Ask About Food Issues" to X Sims
Step 2	The entire town is abuzz with worries and concerns over the food. The bistro, diner, supermarket—all of them seem to be dishing out bad produce. I should eat at the bistro myself to see what I can find out.	Eat at bistro
Step 3	The waiters and staff were reluctant to discuss the ingredients for the meal. That's odd and I don't like it one bit. I should interview the chef, Sim X, to see what's going on.	"Discuss Food Supplier" with Sim X
Step 4	Sim X was totally tight lipped. I haven't seen gums shut so tightly since I tried to wrestle a narwhal. If Sim X won't talk, then I will get a little dirty by going through Sim X's mail.	"Inspect Mail" on Sim X's mailbox
Step 5	Typically, the existence of a check for an unreasonably large sum of money is a clear sign of foul play. It's addressed to the chef, but signed by Sim X...a local politician. I smell corruption and it stinks. I should conduct a stakeout around City Hall.	"Conduct Stakeout" at City Hall
Step 6	Well, well, well, if it isn't Sim X? Sim X was just seen by yours truly, that's me, outside City Hall with none other than the tight lipped chef. I've seen enough. I need to hack Sim X's computer to get the evidence I need.	Use a computer to "Hack" Sim X's computer
Step 7	I'm dumbfounded by what I've just seen. It's a conspiracy implicating local politicians, pharmaceutical corporations, farmers, and restaurants. This isn't good! This is way bigger than me, which means I need to tell Sim X, a local journalist.	"Blow Whistle" to Sim X
Step 8	The journalist will be writing the article as soon as possible. Meanwhile, I need to tell Sim X, a high up politician, about the corruption in City Hall. This mutant food conspiracy ends now!	"Unveil Conspiracy" to Sim X

The Case of the Tattooed Thief

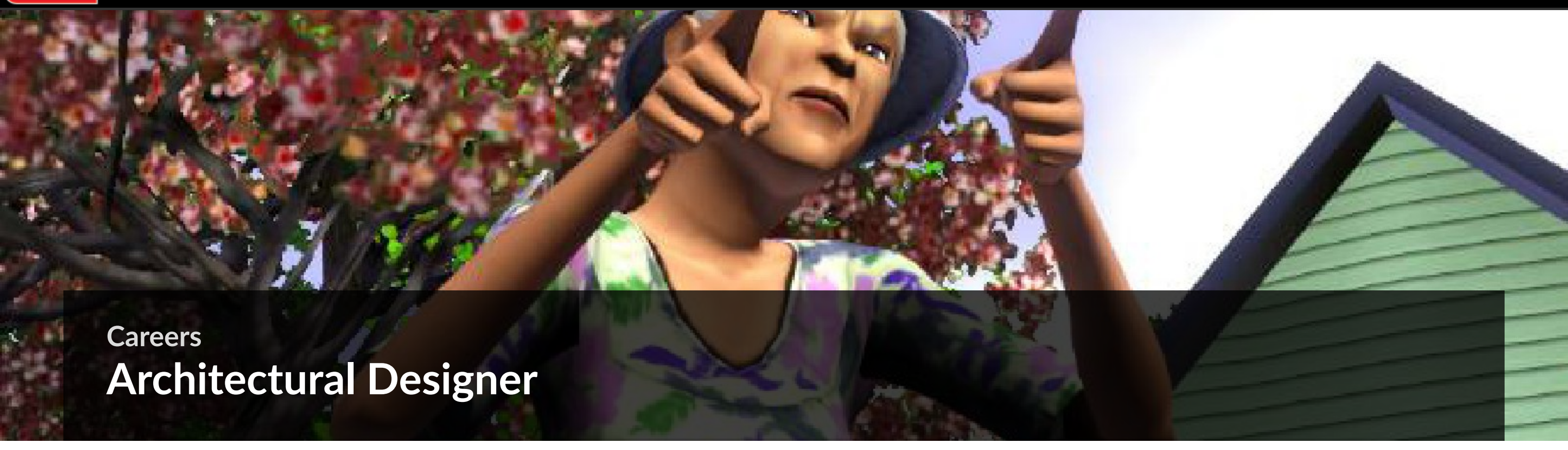
Step	Description	Hint
Step 1	A local's home has been burgled. Obviously, I've been called to solve the issue. I should meet with the client and ask a few questions to begin the investigation.	"Interview" Sim X
Step 2	I hate cases that begin this way. The burglary happened at night and the client didn't see a thing. Hopefully this neighborhood is full of nosy neighbors—I should ask around to see if somebody saw something.	"Ask About Burglary" to X Sims
Step 3	Several locals saw a suspicious person creeping around the house. Everyone seemed to think the suspect had a tattoo as well. The obvious thing to do now is follow the ink. I should ask the tattoo artist if anyone has a tattoo like the one described.	"Ask About Thief" to Sim X
Step 4	The tattoo artist doesn't want to talk. I know for a fact there isn't a patient-client privacy clause for tattoo artists. I should snoop around to find a clue that will get me the information I need.	"Snoop for Clues" at the salon
Step 5	Aha! I found a receipt for a bulk order of temporary tattoos. It seems the tattoo artist has been selling clients fake tattoos. This seems like the perfect information for blackmailing the tattoo artist. The two of us should chat.	"Threaten with Receipt" to Sim X
Step 6	As expected the tattoo artist caved instantly. I was given the name of someone that had an arm tattoo removal procedure quite recently. That sounds like my subject. It's time to catch the culprit!	"Confront" Sim X
Step 7	The culprit is amazed I was able to follow the threadbare trail of clues to solve the case. Frankly, I am too. I convinced the criminal to return the property in exchange for not calling the cops. I'm feeling merciful today. I should report back to my client.	"Report In" to Sim X

Mystery Backwashed Toothbrush

Step	Description	Hint
Step 1	This small fry, Sim X, is convinced somebody is using the wrong toothbrush. More specifically, Sim X's toothbrush. If the kid is willing to part with an allowance to pay me, oh well. I should ask him/her who might be doing this.	"Ask About Potential Suspects" to Sim X
Step 2	Sim X didn't offer me much. I should ask Sim X about it to uncover the truth. Or I could always bribe him/her to get the info I need.	"Bribe" Sim X for information
Step 3	The bribe didn't uncover much, though it did cost me a few Simoleons. I should just report back to Sim X so I stop wasting my time on this small fry stuff.	"Report In" to Sim X

Case of the Missing Mouthwash

Step	Description	Hint
Step 1	Families can be so ridiculous at times. I'm not sure why I've been called in to find some missing mouthwash. Seems to me a therapist should have been called instead. I should speak to Sim X to get to the bottom of things.	"Ask About Potential Suspects" to Sim X
Step 2	Sim X firmly believes a fellow member took the mouthwash to get even for when Sim X stole a ham sandwich. If you ask me, vengeance for a stolen sandwich would be more severe. I should ask Sim X about the mouthwash, or bribe them if it comes down to it.	"Bribe" Sim X for information
Step 3	I'm so glad I've been brought in to solve petty household rivalries. It appears, as expected, Sim X stole the mouthwash. Luckily I can return it to Sim X for my hopeful reward.	"Return Mouthwash" to Sim X



Careers

Architectural Designer

Designers appreciate a nicely decorated room, but know they could definitely do better with that space. This profession sends budding designers around town, performing household renovations for clients until they have enough of a portfolio to sell themselves.

To succeed as a designer, Sims must be good listeners, too. Clients say what they want and they mean it. Deliver on their needs and within budget to get a great review. However, going above and beyond with a little flair never hurts.

Work Location: Various locations

How Hired: Report to City Hall, answer computer ad, answer newspaper ad

Work Week: The Architectural Designer works during the day on Monday through Friday.

Salary Progression: Designers get decent weekly stipends, but receive bonus payouts by performing great upgrades.

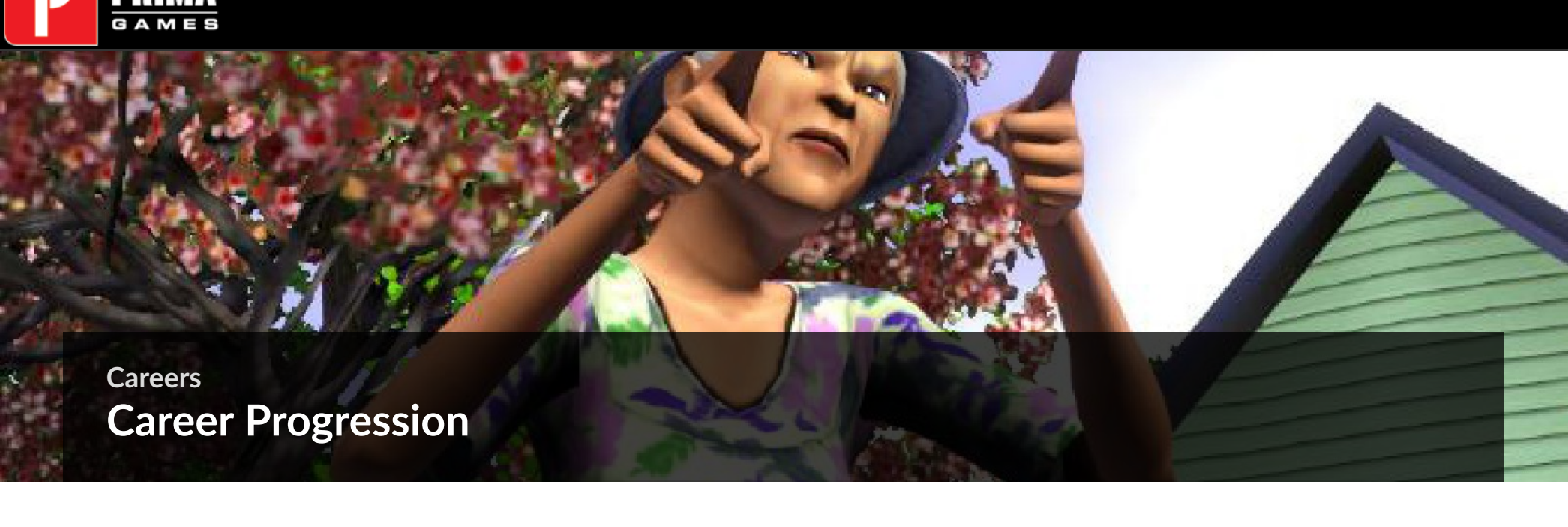
Responsibilities: Complete jobs for clients, get great reviews, improve Painting skill

Architectural design – Career

Level	Title	XP Needed to Advance	Unlock	Work Days	Shift Start	Shift Length	Pay
1	Fabric Fetcher	800	n/a	M,T,W,Th,F	8:00am	10	$272
2	Pattern Spotter	1200	n/a	M,T,W,Th,F	8:00am	10	$336
3	Placement Planner	1600	Solicit jobs	M,T,W,Th,F	8:00am	10	$400
4	Feung Shui Fiend	2000	n/a	M,T,W,Th,F	8:00am	10	$560
5	Décor Debutant	2400	Tape Measure	M,T,W,Th,F	8:00am	10	$584
6	Furniture Fashionista	2800	n/a	M,T,W,Th,F	8:00am	10	$800
7	Regent of Rugs	3200	Homemade objects add extra value	M,T,W,Th,F	8:00am	10	$1,120
8	Aesthetic Architect	3600	Discuss Renovation socieal to easily discover client traits	M,T,W,Th,F	8:00am	10	$1,440
9	Sultan of Style	4000	n/a	M,T,W,Th,F	8:00am	10	$1,520
10	Dictator of Design		n/a	M,T,W,Th,F	8:00am	10	$2,480

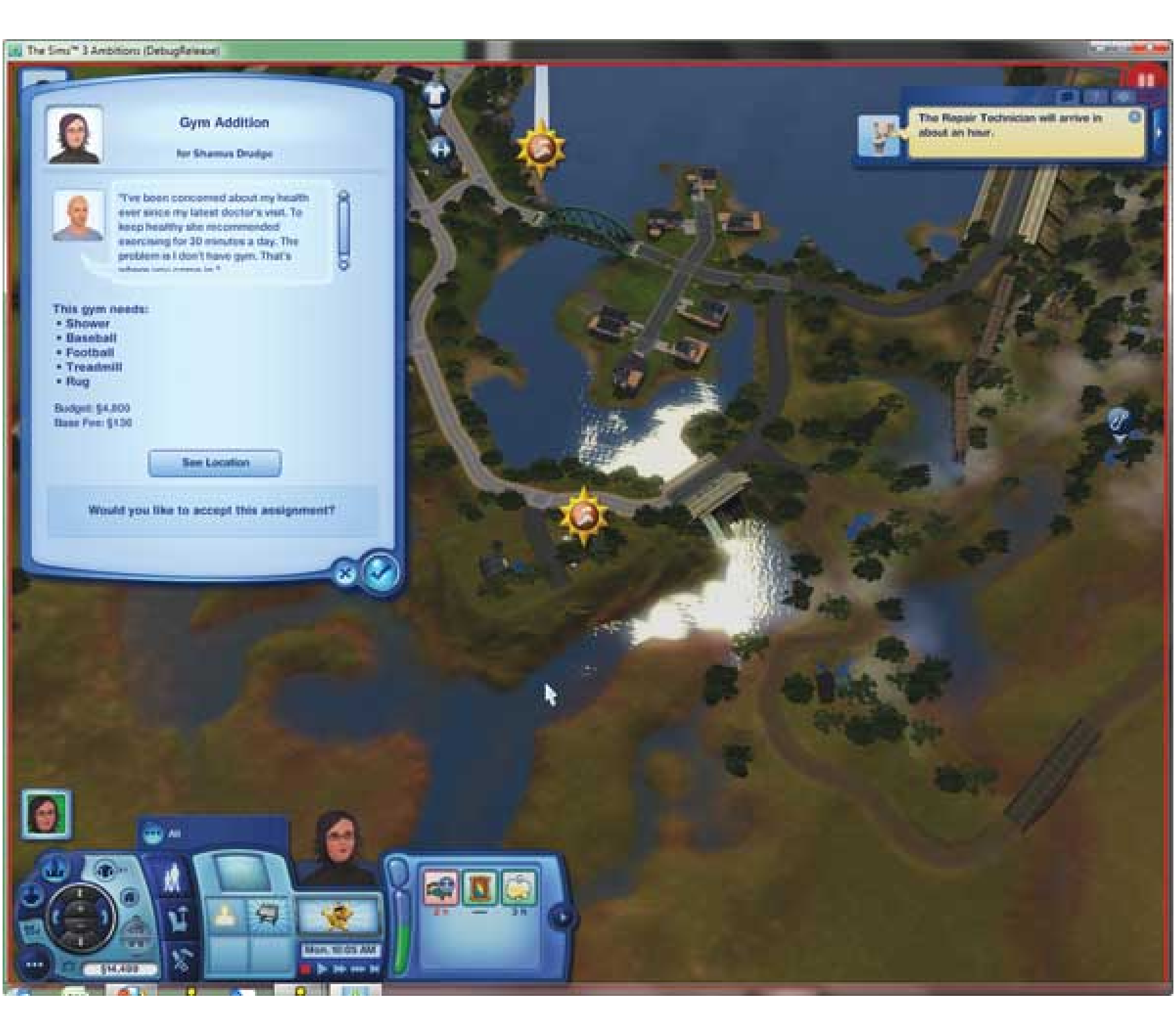
Architectural design – Career Rewards

Action	Reward	XP Reward
Complete 5 Jobs	Architectural Designer's Honor Trophy	100
Complete 25 Jobs	Architectural Designer's Valor Trophy	200
Complete 50 Jobs	Architectural Designer's Medal	300
Reach Level 10	Architectural Designer's Key to the Town	100
Complete 15 Jobs at Level 10	Empirical Building Model	500
Reach level 10	Investigator's Key to the Town	100
Solve 5 cases at level 10	Investigator's Keepsake	300



Careers

Career Progression



Gym Addition

for Shamus Drudge

"I've been concerned about my health ever since my latest doctor's visit. To keep healthy she recommended exercising for 30 minutes a day. The problem is I don't have gym. That's

This gym needs:
- Shower
- Baseball
- Football
- Treadmill
- Rug

Budget: §4,800
Base Fee: §130

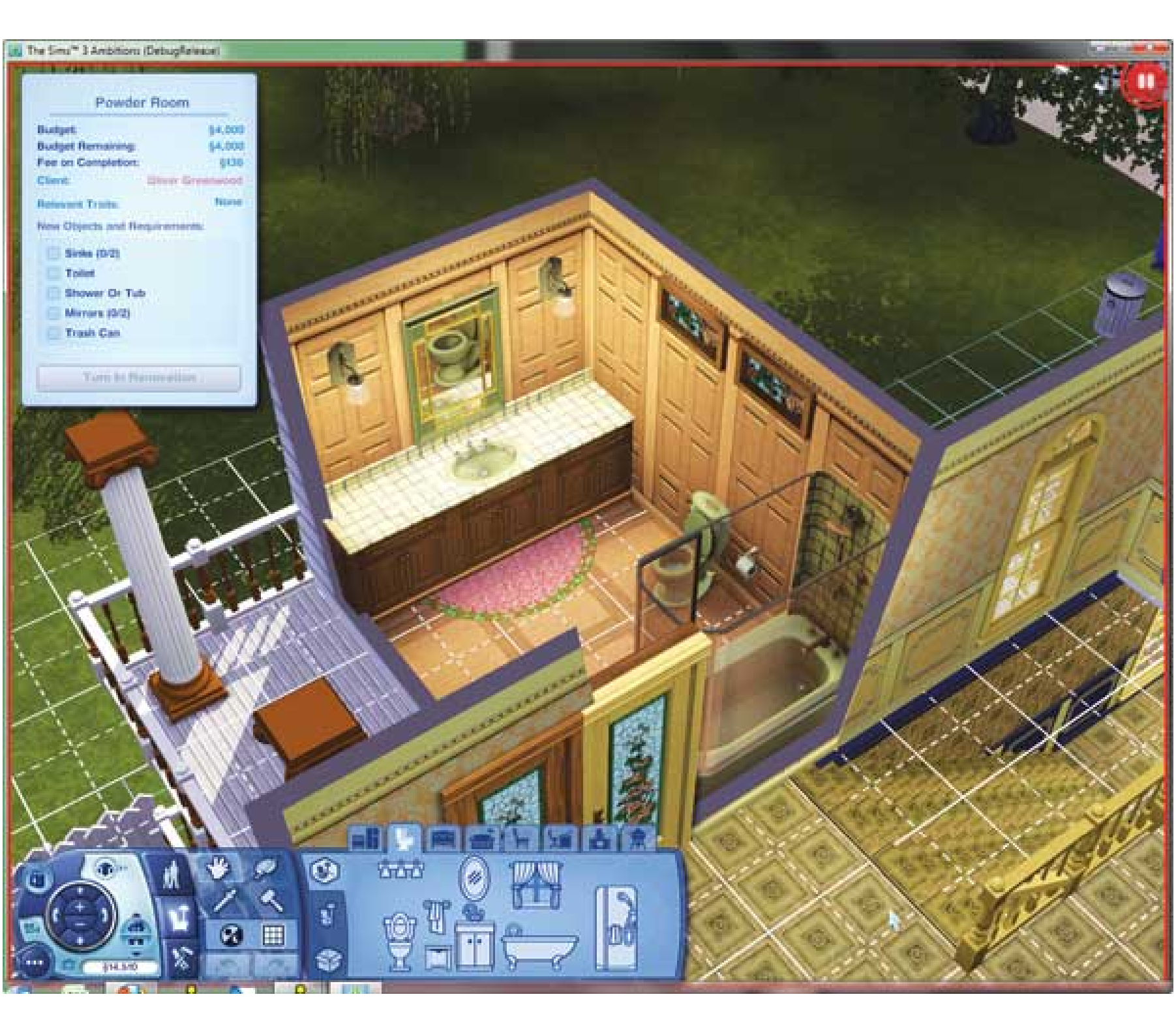
See Location

Would you like to accept this assignment?

The Repair Technician will arrive in about an hour.

This career is a great mixture of the social aspects of other active professions with Build/Buy Mode. When you accept a renovation job, the client tells you exactly what he or she is looking for in a new room or updated house.

If you accept the job, you have the option of going straight to the lot and replacing objects or moving things around. However, you can also chat with the Sim offering the job or look around the lot to get an idea of what the client might like.



Powder Room

Budget: §4,000
Budget Remaining: §4,000
Fee on Completion: §130
Client: Oliver Greenwood
Relevant Traits: None
New Objects and Requirements:
- ☐ Sinks (0/2)
- ☐ Toilet
- ☐ Shower Or Tub
- ☐ Mirrors (0/2)
- ☐ Trash Can

Turn In Renovation

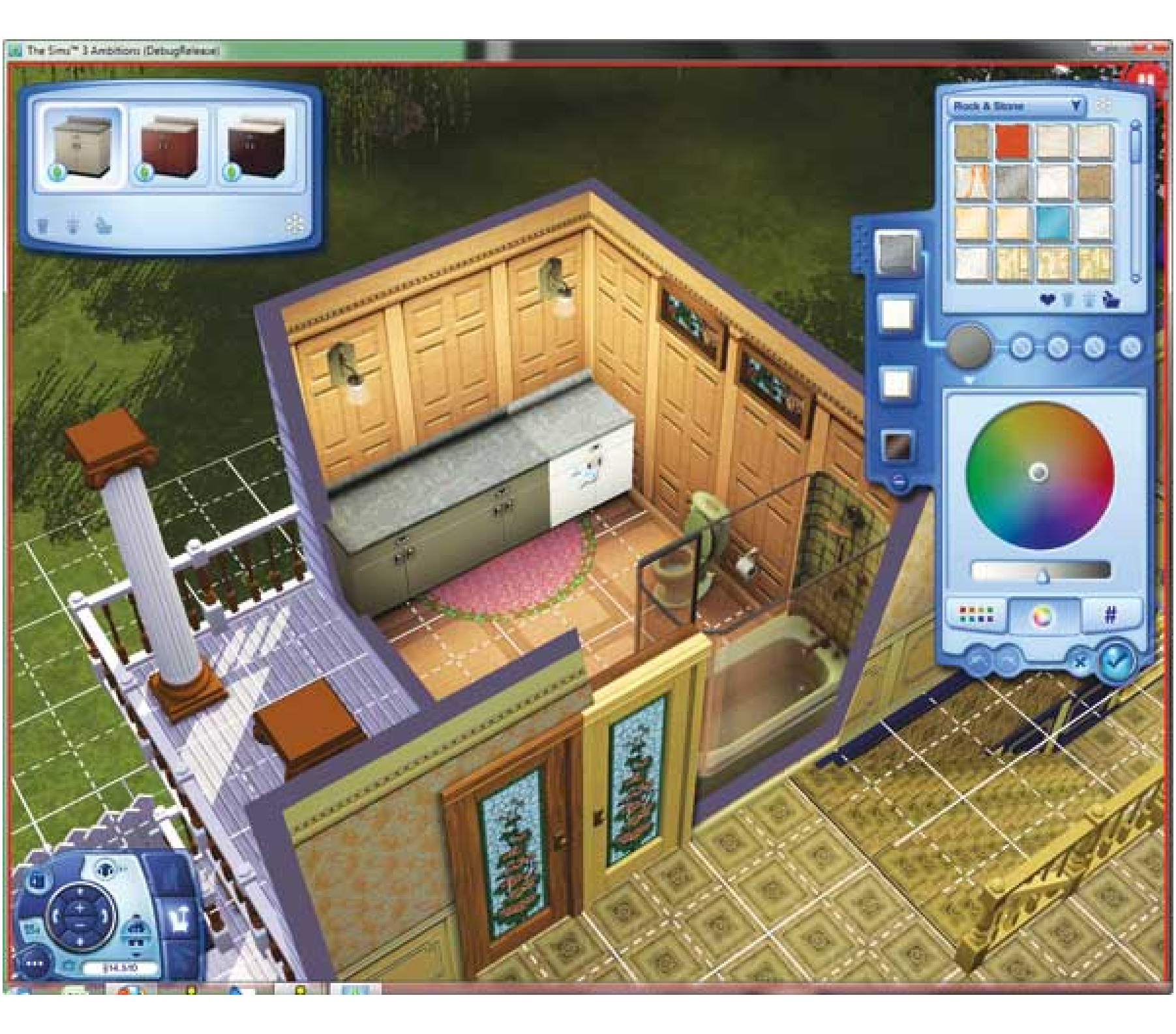
When you begin the renovation, you drop right into a modified Build/Buy Mode.

A full list of all required objects appears in the Current Job box on-screen so you can see exactly what needs to be added to a room or house to satisfy the core requirements of the remodel.

As you add the required objects, they get checked off this list. Be mindful of the budget for the job, which is also displayed in the Current Job box.

If you go over that amount, you will get severely dinged by the client and have a bad review. If you go too far under, you risk being accused of doing the bare minimum.

You need to find that happy place between the two extremes that makes the client happy. Listen to the client to learn what you need to do.



Use Create a Style to put personal touches on the newly installed objects.

Tip

You can increase the money in the budget by getting rid of existing objects with the Sledgehammer tool.

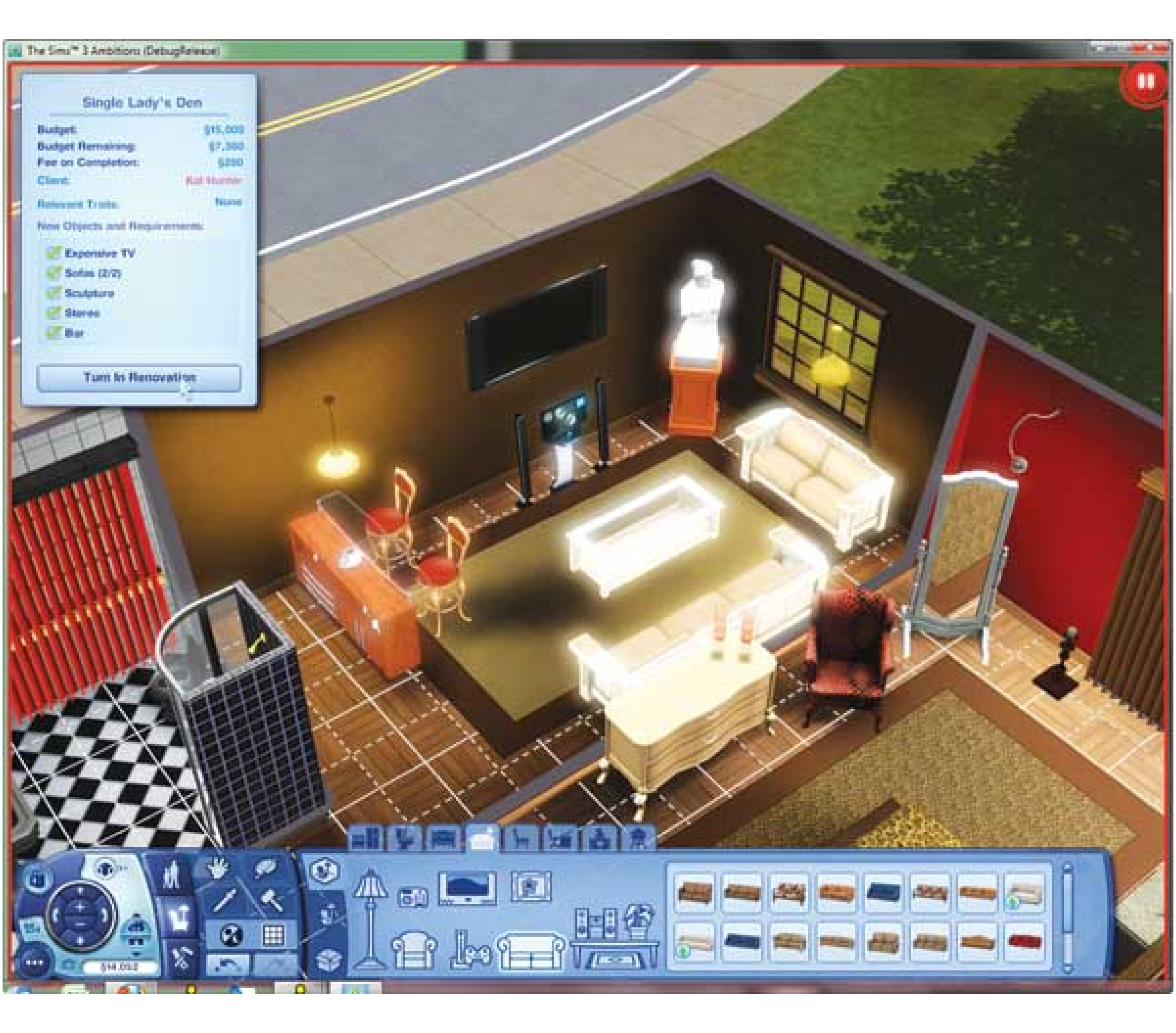
This adds depreciated values to the budget. Don't go too crazy with this, though. You can really anger clients by getting rid of too much stuff.

For example, the recent divorcee who wants an incredible new pad for entertaining lets slip that she has a ridiculous amount of money.

Going right up to the edge of the budget by adding extras in line with her taste will result in a good review.

Caution

If you go over budget, the extra Simoleons are taken out of your own household funds!



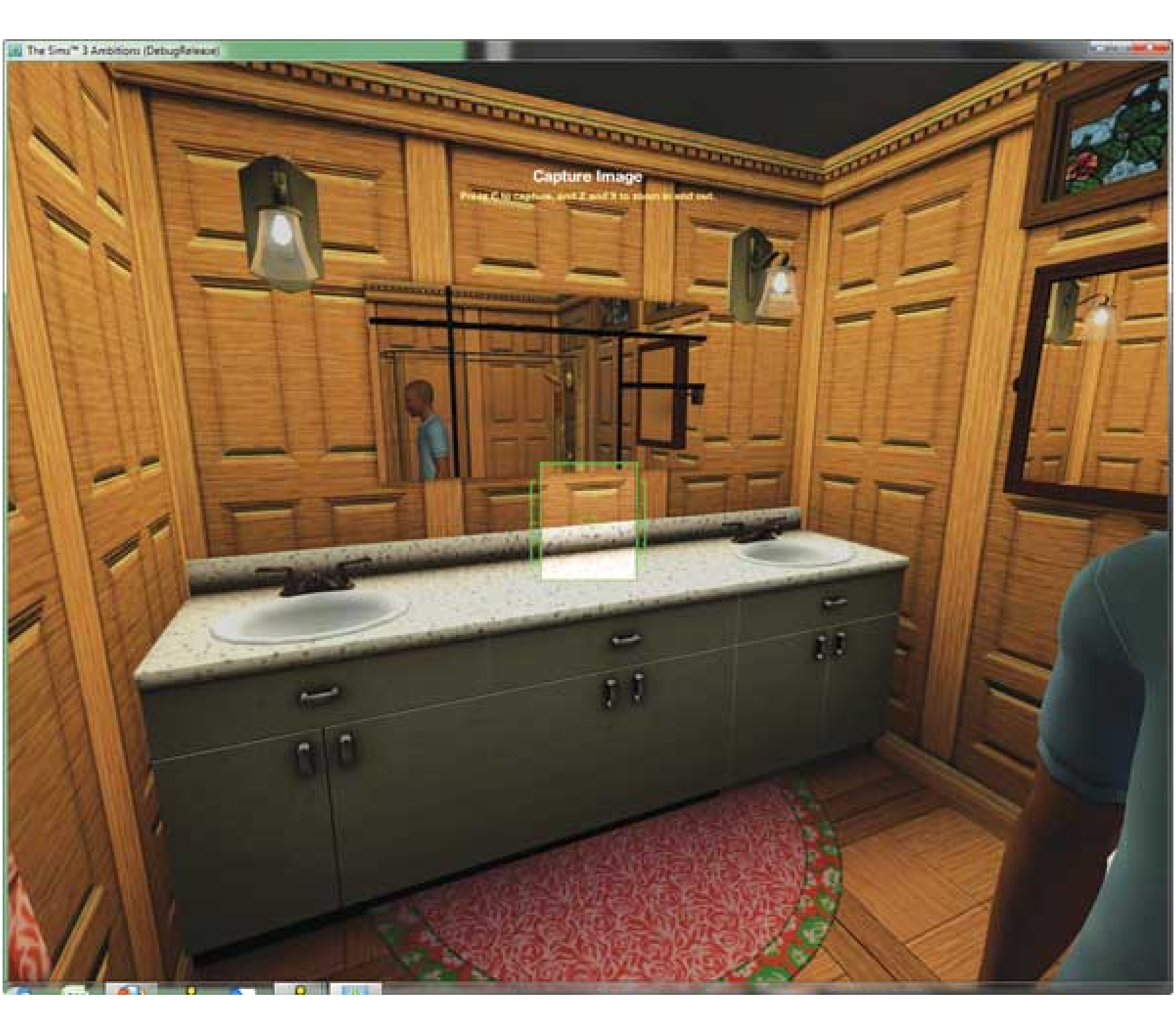
Single Lady's Den

Budget: §15,000
Budget Remaining: §7,360
Fee on Completion: §200
Client: Kat Hunter
Relevant Traits: None
New Objects and Requirements:
- ☑ Expensive TV
- ☑ Sofas (2/2)
- ☑ Sculpture
- ☑ Stereo
- ☑ Bar

Turn In Renovation

Once you have completed the renovation, mouse over the Complete Renovation button in the Current Job box. All of your changes now glow. When you are satisfied, click the button to tell the client you have finished.

At this point, the client returns to the lot. Watch the client tour the renovated area(s). Thought balloons acknowledging the required changes appear over the client's head. When the tour is done, the client tells you how you did.



If you did a good job, take a photo of the renovation for your personal portfolio. Every completed job photo goes into the portfolio and inches it closer to 100 percent completion.

The portfolio is important for getting new jobs outside of daily assignments. Check out the Portfolio section for more on this activity.

Once you reach level 5 of the career, you are given a tape measure. Now, you can enter a lot before starting the renovation process in Build/Buy and click on rooms to choose the Get Measurements interaction.

This eats up some time as your Sim moves around the lot, taking measurements of spaces, but your client will appreciate your dedication and give you a bigger tip at the end of the renovation.

Be sure to practice painting in your spare time for additional XP in this career.

Job Scoring

After you add the last requested object and are happy with the job, the client tours the house and considers your changes. As this happens, the client is actually scoring your remodel.

After contemplating the changes, the client gives you a score and possibly offers a tip for the hard work.

The first thing the client considers is if you added all of the required objects. If you missed any (such as a sink in a new bathroom), you are penalized.

Did you speak to the client before the remodel? You get bonus consideration for doing so.

If you leave parts of a room unfinished, like no floor or wall coverings on a surface, you are penalized.

Clients penalize you for not having a light source in a room.

You must make sure Sims can access all of the objects they requested. If you make it impossible to reach a bed in a new bedroom, expect a bad review.

How did you do with the budget? Did you go too cheap? Did you spend too much? Or did you give them a good value for their budget?

Sims also grade your work based on their personal traits. This is also why you should try to get to know your client a little before the remodel. Here are how specific traits affect job scores:

Snobs penalize you for not spending all of the Simoleons.

Frugal Sims give bonuses for coming in under budget,

Loves the Outdoors Sims give bonuses for lots of windows.

Hates the Outdoors and Evil Sims give bonuses for fewer windows.

Artistic Sims love decorations, like paintings. Conversely, Can't Stand Art Sims take points away if you add art to their remodel.

Bookworms love to see new bookshelves in the remodel.

Workaholics like to see a quality desk in their remodel.

Computer Whizzes love new computers. Technophobes hate to see new computers or any electronic, like a TV.

Couch Potatoes give bonuses for remodels with chairs and couches that provide extra comfort. (See the catalog for comfort ratings.)

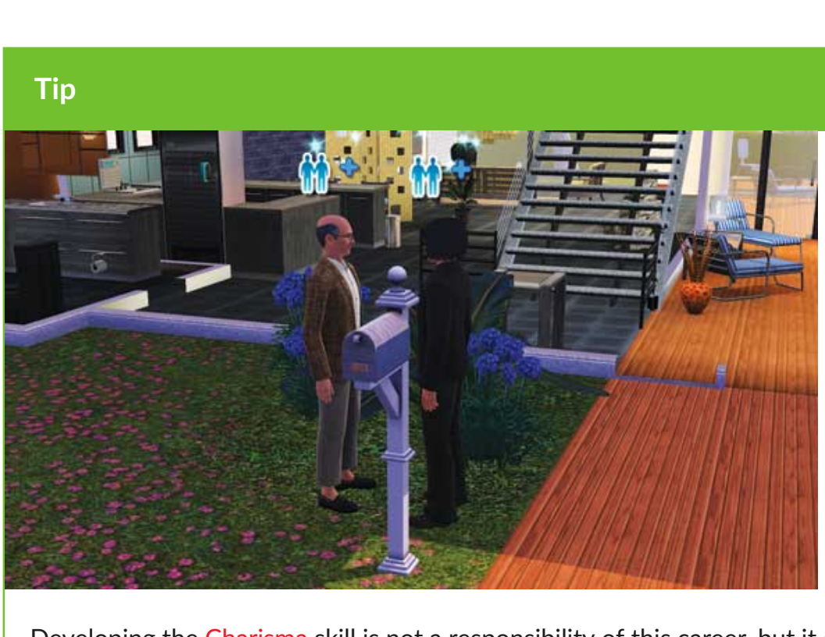
Virtuosos like to see guitars or stereos in remodels.

Natural Cooks prefer you to use quality kitchen appliances and surfaces in new kitchens.

Party Animals give bonuses for new bars.

Easily Impressed Sims just love everything, pretty much no matter what you do as long as you fulfill the required objects.

Tip



Developing the Charisma skill is not a responsibility of this career, but it certainly helps when you socialize with clients. The higher your Charisma, the easier it is to deduce your clients' traits before a renovation.

Finally, clients also give bonuses if you use objects you personally created. So, consider developing the Sculpting and Inventing skills so you can place personal touches in rooms.

Paintings your Sim created also add bonuses to a remodel. And if you have World Adventures, you can place photographs on walls for additional bonuses.

Tip

At level 7 of this career, placing homemade objects into a remodel gives an even bigger bonus.

When all of these things are factored together, the client delivers the final verdict. If you did well, you get both a good review and a tip. Snap a photo for the portfolio.

If you failed, the client expresses disappointment and you don't take a portfolio photo. You may even experience an LTR decrease for doing such a bad job.

Portfolio & Researching Design

As mentioned, after completing a job, you snap a photo of the new area for your portfolio. After you get a good portfolio together and reach level 3 of the career, you have an easier time convincing potential clients with the new Solicit social.

You show potential clients your portfolio. If they like what they see, they may offer you a job.

You may also work on your portfolio outside of work. After installing a drafting table in your house, use the Research Design interaction to sit down and start sketching out new building and room ideas.

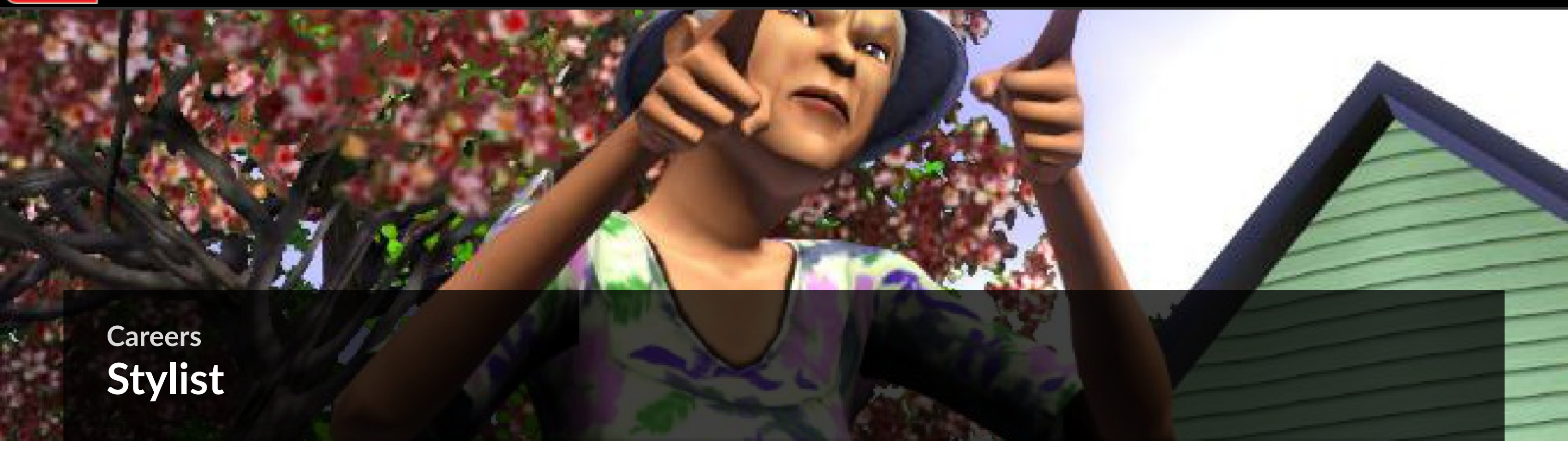
These unfold similar to painting—in fact, working on the drafting table develops the Painting skill. You can place sketches inside your portfolio or hang them on walls.

Sketches provide a small environmental bonus for a room.

Renovation List

Here are the types of renovations you will encounter in this career. Each listing details the nature of the job and what objects may be required. We also include objects that help you get a bonus for that renovation.

Renovation	Required Objects	Optional Objects
Baby	Crib, potty chair, toy chest	Bookshelf, rug, sculpture, door
Bedroom Age-Up	Bed, dresser	Bookshelf, rug, sculpture, door, stereo, video game system, computer, desk, living chair, TV
Child Room Addition	Bed, dresser, toy box	Bookshelf, rug, activity table, easy bake oven, teddy bear, dollhouse
Toddler Room Addition	Crib, dresser, toy box	Activity table, teddy bear, xylophone, peg box
Roommate	Bed, dresser, room	Bookshelf, rug, sculpture, door, stereo, video game system, computer, desk, living chair, TV
Marriage	Bed, dresser, room	Bookshelf, rug, sculpture, door, stereo, video game system, computer, desk, living chair, TV
Landscaping - Pool	Pool, plants	Sofa, lounge chair, outdoor lights
Landscaping	Plants	Sofa, lounge chair, outdoor lights
Outdoor Re-design	Door, window, paint style	None
Bathroom Re-design	Sink, toilet, shower, tub or shower tub, mirror	Rug, trash can
Living Room Re-design	Sofa, living chair, living chair, coffee table	Fireplace, end table, light, painting, sculpture, window, TV, stereo, rug
Kitchen Re-design	Sink, fridge, counter	Bar, rug, stove, dishwasher, dining table, dining chairs, window, microwave, food processor
Bedroom Re-design	Bed (specifies single or double), dresser, rug	TV, stereo, living chair, bookshelf, window, door
Library Addition	Bookshelf, living chair, room	Sofa, end table, coffee table, TV, stereo
Gym Addition	Treadmill	TV, weight bench, stereo, rug, shower, baseball, football
Entertainment Room Addition	High value TV, video game system, sofa	Stereo, rug, living chair, light, VR goggles
Bachelor Lounge	High value TV, foosball table, bar, sofa, barstool	Stereo, rug, living chair, light, video game system, VR goggles
Bachelorette Lounge	Bar, sofa, barstool, stereo, TV	Rug, living chair, light, video game system, mirror, foosball table
Utility Room	Washer, dryer	Rug, TV, stereo, sculpture
Painting Room	Easel, painting	Sculpture, window, rugs, desk, dining chair, drafting table
Sculpting Room	Sculpting station, sculpture	Painting, window, rugs, desk, dining chair
Writing Room	Bookshelf, living chair, desk, dining chair, computer	Sofa, end table, coffee table, TV, stereo, computer
Study Addition	Bookshelf, living chair, desk, dining chair	Sofa, end table, coffee table, TV, stereo, computer, chess table, easel



Careers

Stylist

Sims with an eye for fashion should apply for the new Stylist profession at the local salon.

In this career, Stylists perform makeovers on eager clients, helping them come up with fresh looks that help with their personal and professional lives. Before long, Stylists are the final word in fashion in their neighborhoods.

Work Location: Salon, various locations

How Hired: Report to salon, answer computer ad, answer newspaper ad

Work Week: Stylists have a basic workday shift, but they spend it all across town doing makeover jobs rather than sitting at one location.

Salary Progression: The Stylist's base pay is modest. The real money is in tips for giving great makeovers.

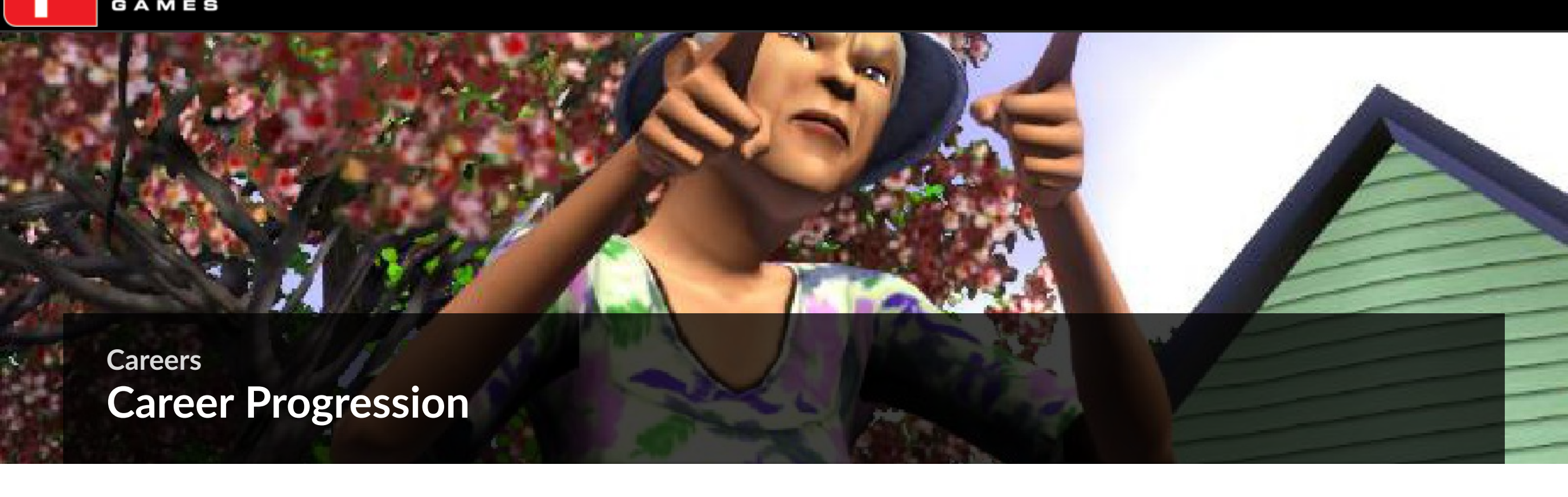
Responsibilities: Take styling jobs, earn money by styling other Sims, research style

Stylist – Career

Level	Title	XP Needed to Advance	Unlock	Work Days	Shift Start	Shift Length	Pay
1	Fashion Fledgling	2160	Discuss fashion social	T,W,Th,F,Sa	9:00am	10	$182
2	Taffeta Trainee	3240	Makeover pay increase	T,W,Th,F,Sa	9:00am	10	$240
3	Polka Dot Specialist	4320	Makeover jobs	T,W,Th,F,Sa	9:00am	10	$298
4	Houndstooth Soothsayer	5400	n/a	T,W,Th,F,Sa	9:00am	10	$444
5	Trendsetter in Training	6480	Makeover pay increase	T,W,Th,F,Sa	9:00am	10	$458
6	In Vogue Virtuoso	7560	Give Fashion Advice social	T,W,Th,F,Sa	9:00am	10	$700
7	Haute Hot Shot	8640	n/a	T,W,Th,F,Sa	9:00am	10	$984
8	Couture Connoisseur	9720	Makeover pay increase	T,W,Th,F,Sa	9:00am	10	$1,310
9	Fashionista/Fashionisto	10000	n/a	T,W,Th,F,Sa	9:00am	10	$1,352
10	Fashion Phenomenon		Always Stylin moodlet	T,W,Th,F,Sa	9:00am	10	$2,306

Stylist - Career Rewards

Action	Reward	XP Reward
Make over 10 Sims	Stylish Trophy	100
Make over 50 Sims	High Style Ribbon	200
Make over 100 Sims	Fashionable Medal	300
Reach level 10	Stylist's Key to the Town	100
Make over 25 Sims at level 10	Dazzling Looking Glass	400



Careers

Career Progression

The Stylist career begins at the local salon where you attend to potential clients who walk through the front door in need of a new look. You receive a message when a potential client is at the salon.

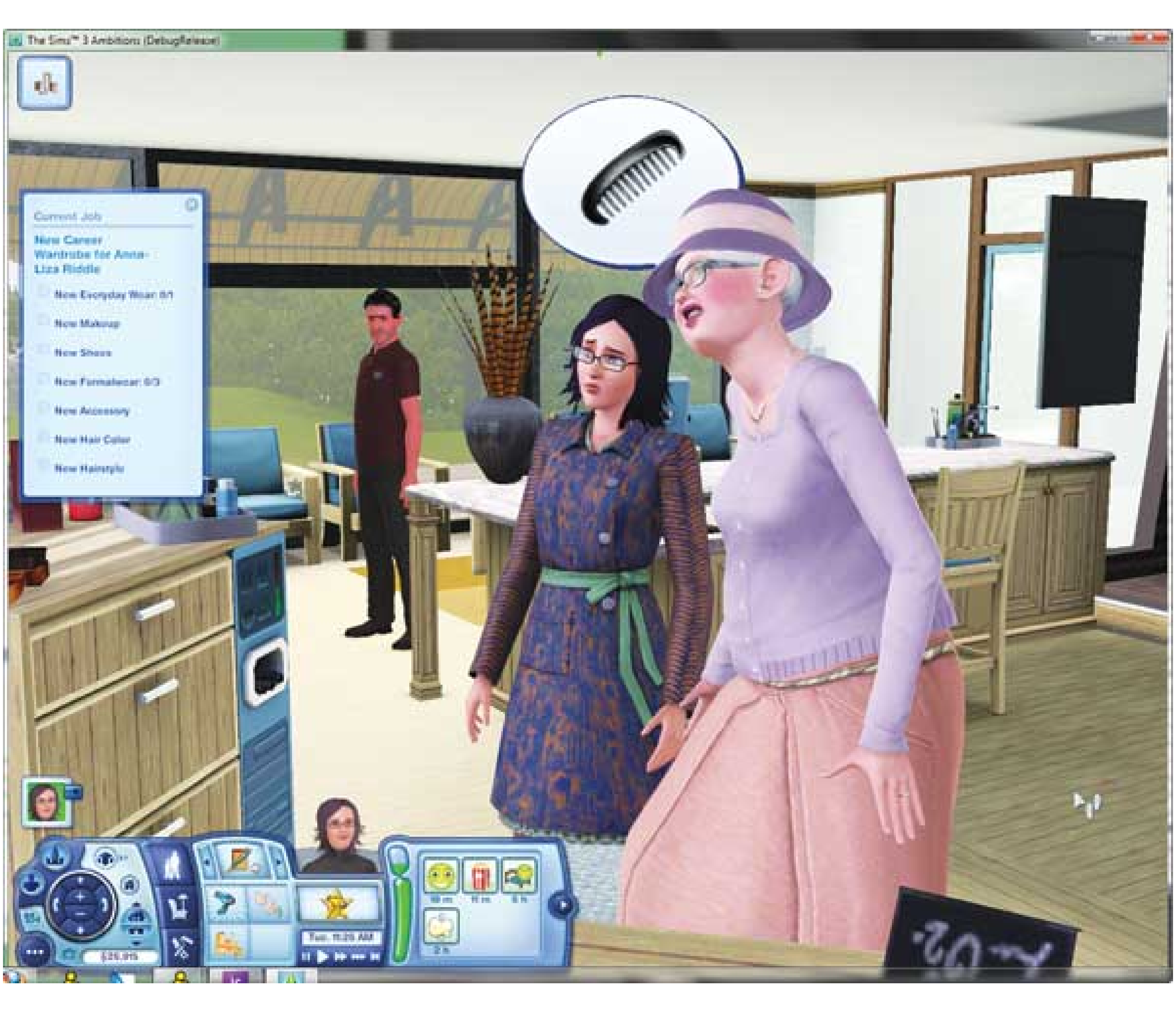
Speak to the client before using the Makeover interaction on a styling station, which begins the actual job. The Discuss Fashion social—given only to Stylists—helps start the makeover on a positive note.

Note

At level 6, Stylists receive the Give Fashion Advice social, which helps other Sims find temporary new looks. Appreciative Sims then have a higher LTR with the Stylist.

Once your Sim reaches level 3 of the Stylist profession, jobs outside the salon are unlocked. Now, you can use map view during work hours to identify clients around town in need of makeovers.

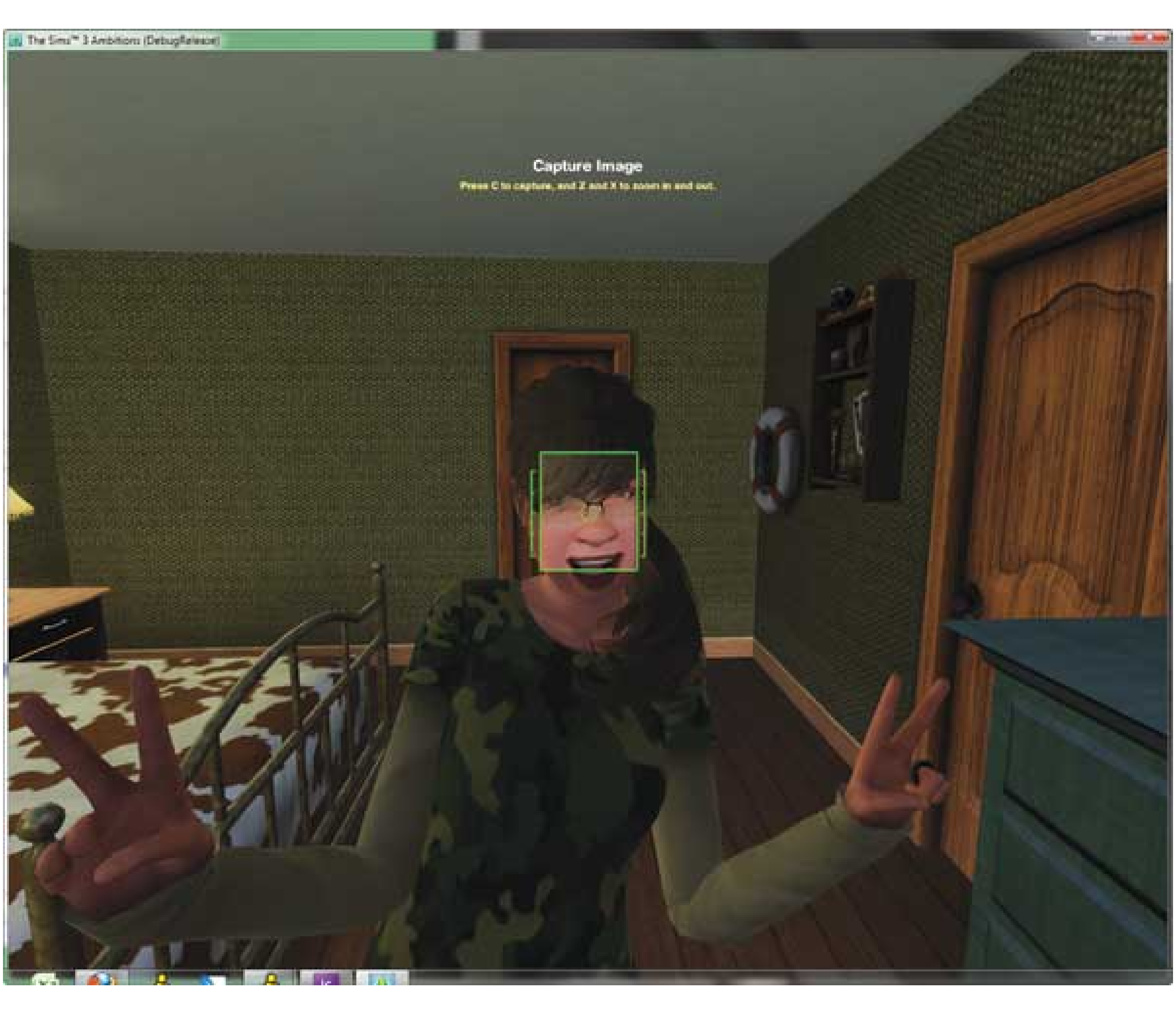
Click on their houses to go straight there. Before digging into the Makeover (now available as an interaction/social on the target Sim), be sure to get the client in a good mood.



The Current Job shows you exactly what the client wants out of the makeover. This is similar to the Designer career. You must address all of the client's needs before completing the makeover.

Once you finish, the client evaluates what you did and gives a report. If the client likes the makeover, you may get a nice tip. You can then take a photo to add to your portfolio.

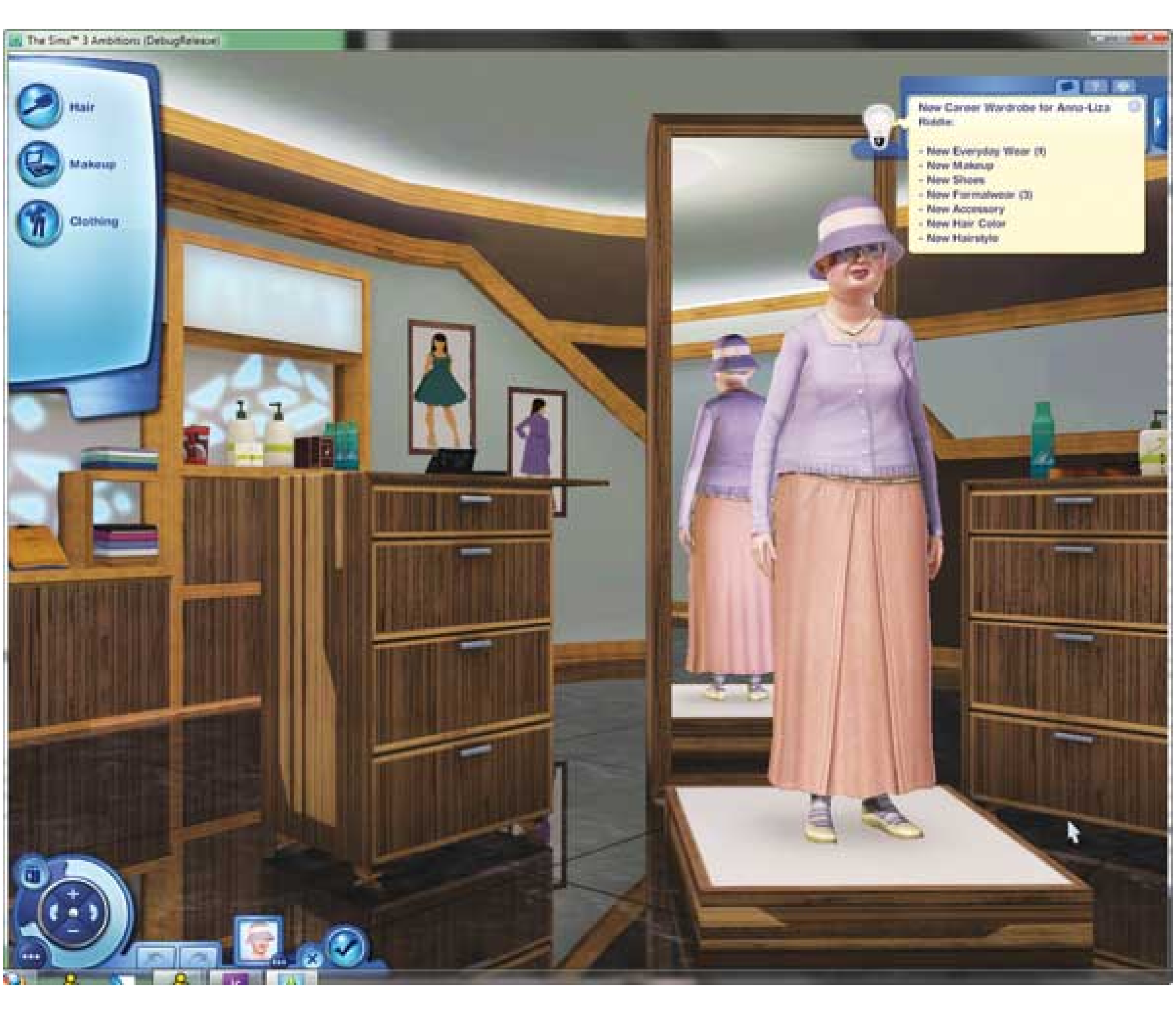
The more photos of successful makeovers you place in your portfolio, the easier time you have getting potential clients (Sims not actively seeking a makeover during work hours) to agree to a makeover, which in turn pays out in Simoleons and results in necessary XP.


The Sims™ 3 Ambitions (DebugRelease)
Capture Image
Press C to capture, and Z and X to zoom in and out.

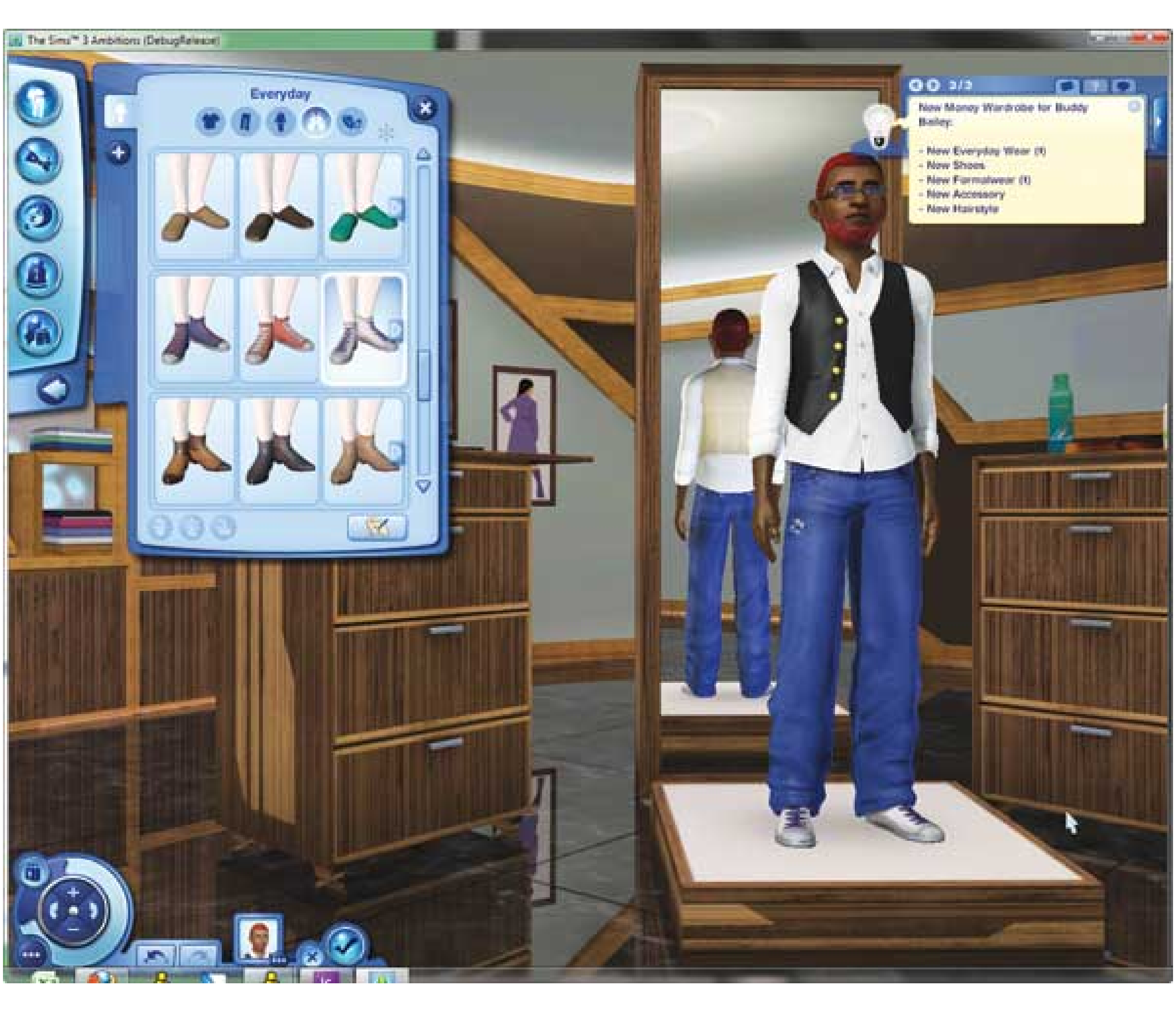
Tip

At the top level of this career, your Sim receives a permanent Stylin' moodlet that remains even if your Sim resigns from the profession.

Makeover Basics



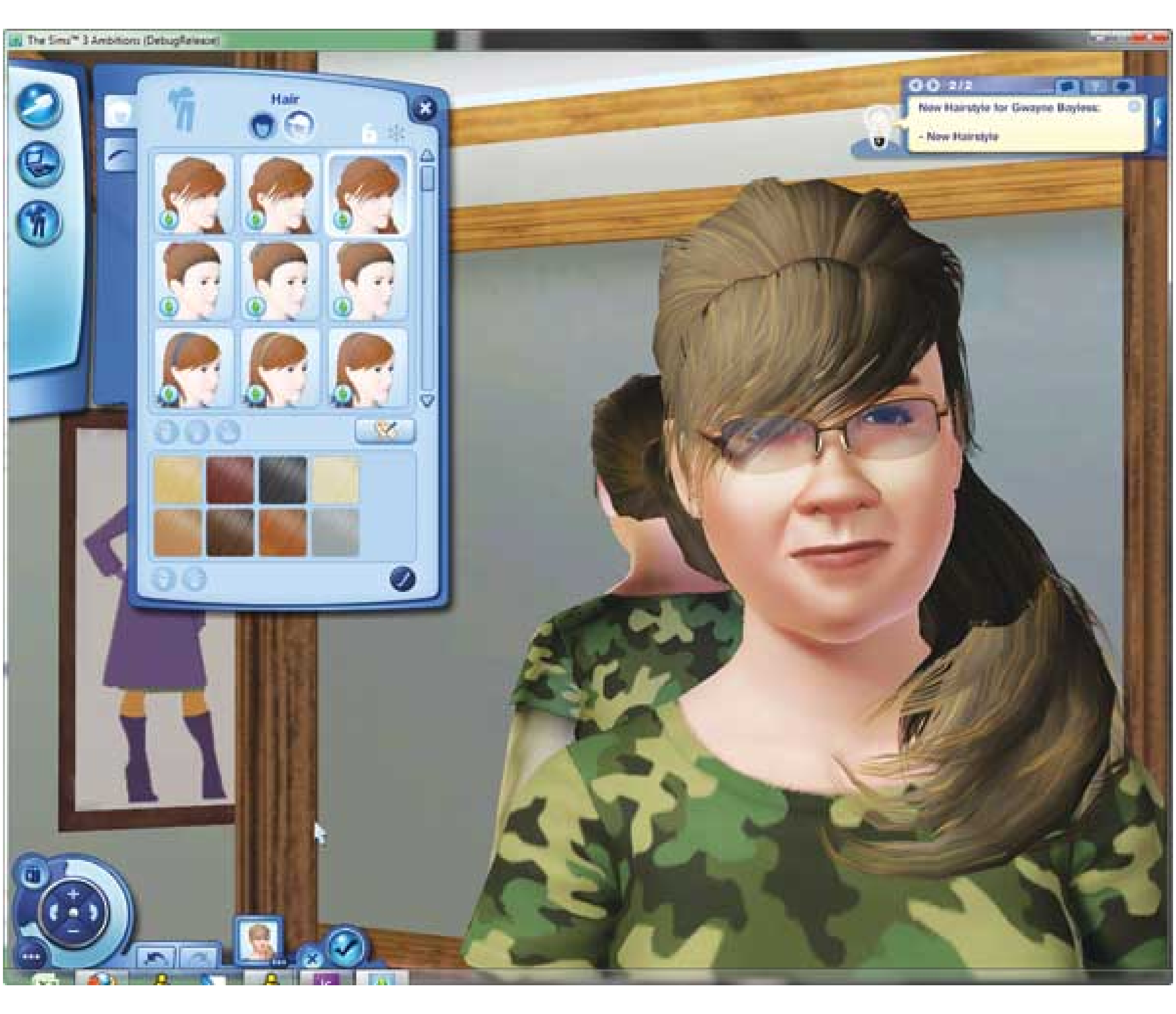
So, what do clients want out of a makeover? Requests span three categories: new outfits, new hair, and new make-up. All of these are selected from a Create a Sim toolkit.



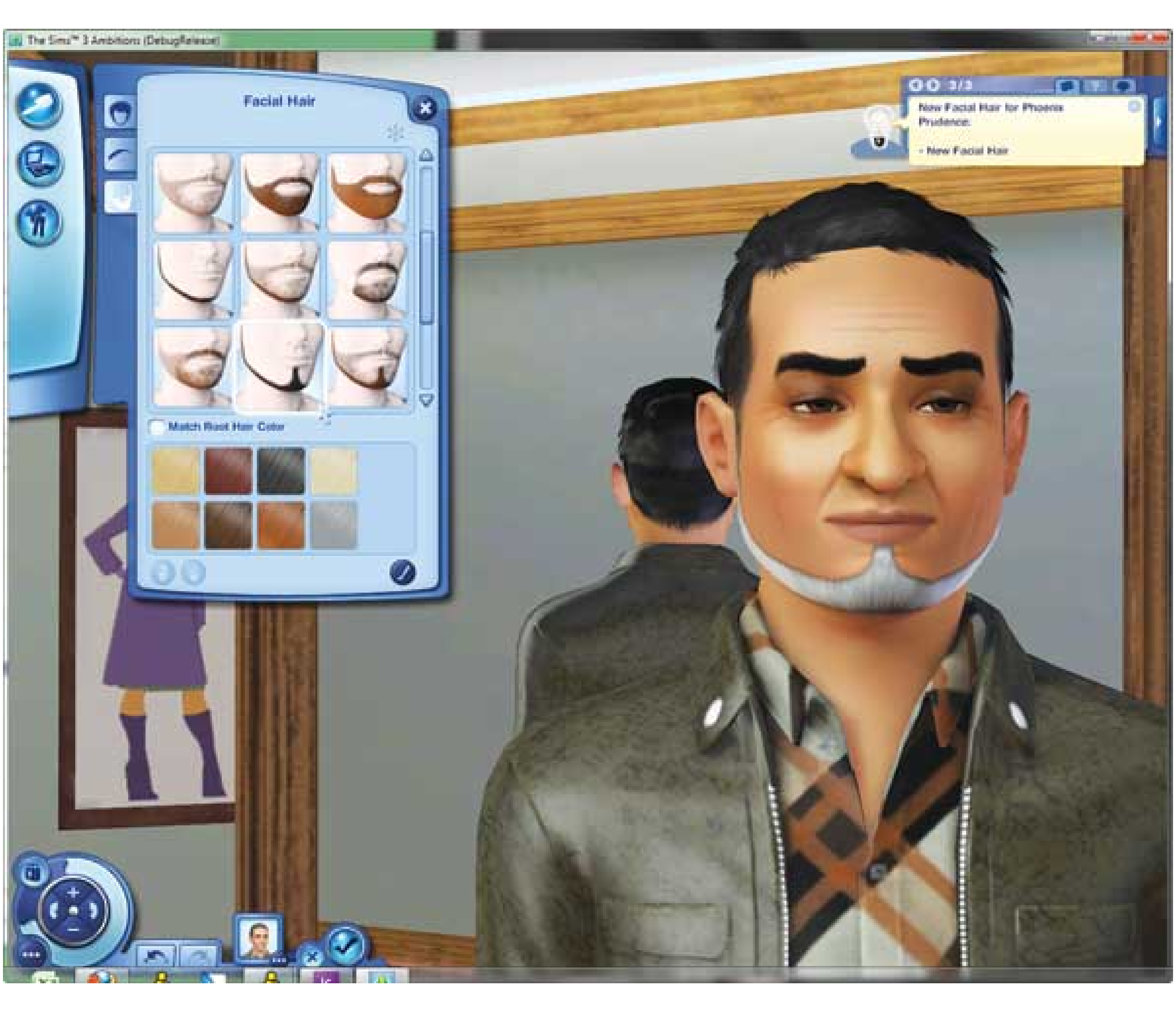
A Sim who desires new clothes will designate which specific outfit they would like you to change: everyday, formal, swimsuit, sleepwear, or athletic.

You can mix-and-match pieces within those categories to make new outfits or choose from the pre-made ensembles. Use Create a Style to add new patterns to clothes or dye them different colors.

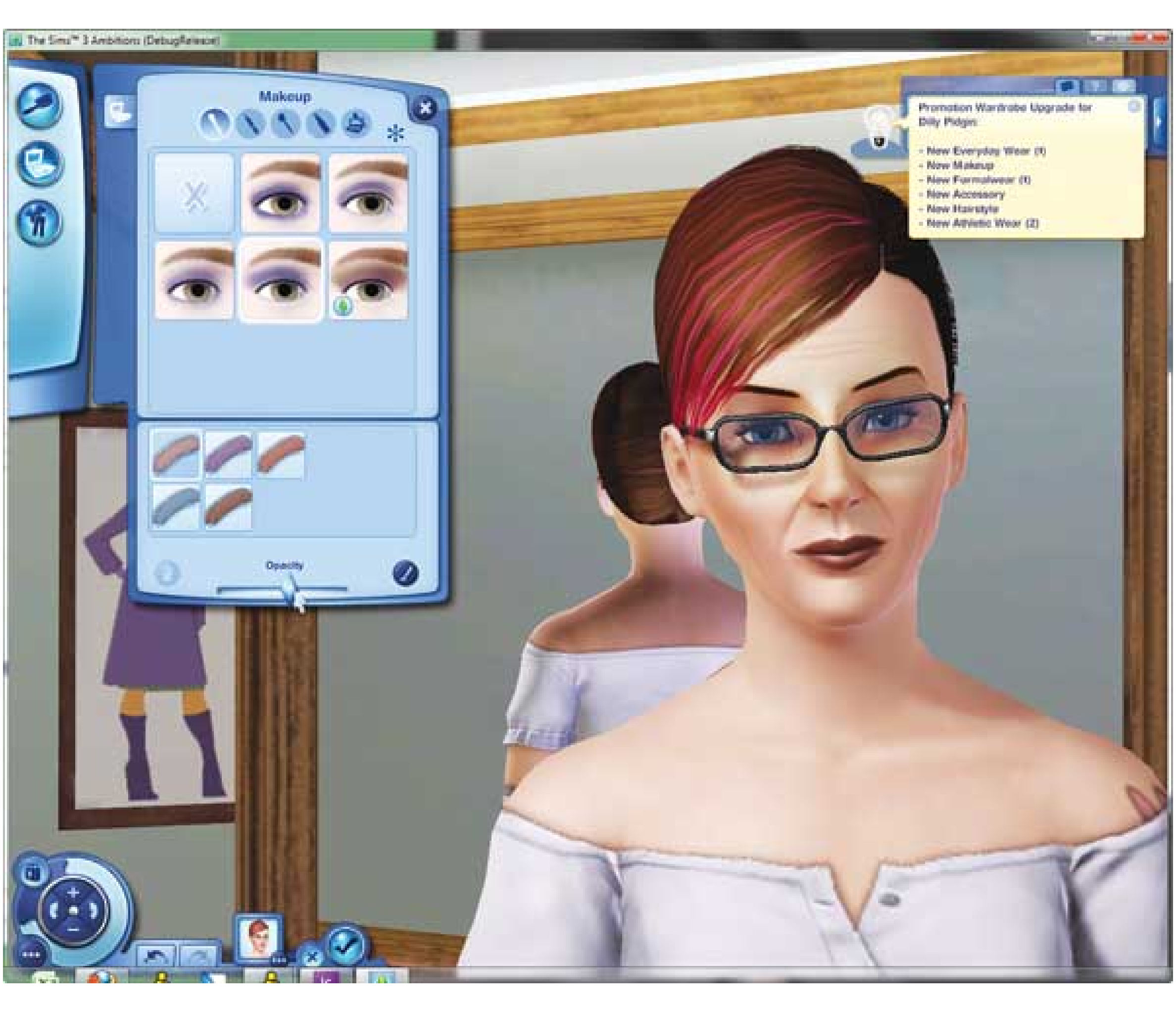
Some Sims will also request new shoes or accessories, so be sure to address those before completing the makeover.


The Sims™ 3 Ambitions (DebugRelease)
Hair
2/2
New Hairstyle for Gwayne Bayless:
- New Hairstyle

Some clients wish to receive new hairstyles. You create these exactly the same way as you would when starting a new Sim in Create a Sim. You can pick any hairstyle from the available 'dos in the toolkit and then add highlights or other color options.


The Sims™ 3 Ambitions (DebugRelease)
Facial Hair
3/3
New Facial Hair for Phoenix Prudence:
- New Facial Hair
Match Root Hair Color

Male Sims may request new facial hair, too, so have fun handing out beards and 'staches.



Female clients may also request new make-up. Here, you dive into Create a Sim and place new eye shadow, blush, and more on their faces. Use the opacity slider to reduce the harshness of some make-up.

You do not need to alter every category of make-up to satisfy this request, but address at least three make-up features before completing the makeover.

If your Stylist is Evil or doesn't mind pranking a client, you can also choose the Give Bad Makeover to whip up a truly dreadful new look.

The client gets furious over this outfit. You can always immediately choose the Makeover social to remedy the situation as best as possible, but if you like mischief, why not leave them looking like clowns?

Research Style

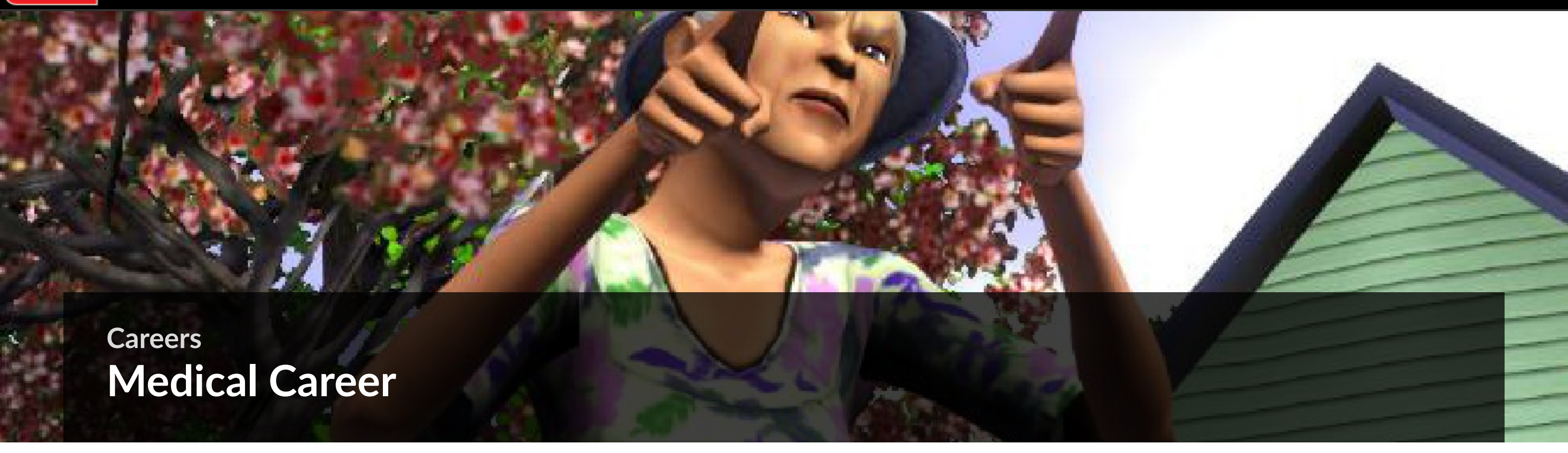
One of the responsibilities of a Stylist is to research fashion. You need a drafting table to perform this activity in your off hours.

As soon as you can afford one, place it in your house and then use the Research Fashion interaction when you have spare time. (Be sure to address your needs first!) As you research fashion, your Sim sketches new outfits and looks.

Completed sketches go into your portfolio, which helps build it so you can easily convince potential clients to let you work your cosmetic magic. Researching style also results in gained XP.

Tip

Researching Fashion also develops the Painting skill, but does so a little slower than if you were at the easel.



Medical Career

The Medical career is not for a Sim who likes to keep a strict schedule.

As this career develops, the schedule turns chaotic and occasionally disruptive thanks to the unpredictable needs of patients at the local hospital and around town.

If you don't mind the idea of being pulled into work in the middle of the night, then the Medical career's rewards may be worth the potential inconvenience. Especially the final reward for becoming a World Renowned Surgeon...

Note

The revamped Medical career is a hybrid between the new professions system and the original career track where you disappear inside a venue for several hours.

You use tones to direct work while at the hospital, but also must go around town and attend to off-site activities, like free clinics and vaccinations. This career does not use XP to give promotions.

Work Location: Hospital, various locations

How Hired: Report to hospital, answer computer ad, answer newspaper ad

Work Week: The Medical career schedule is all over the place. Some positions have normal working hours while others are overnight shifts.

Salary Progression: The Medical career pays extremely well, especially in the upper levels.

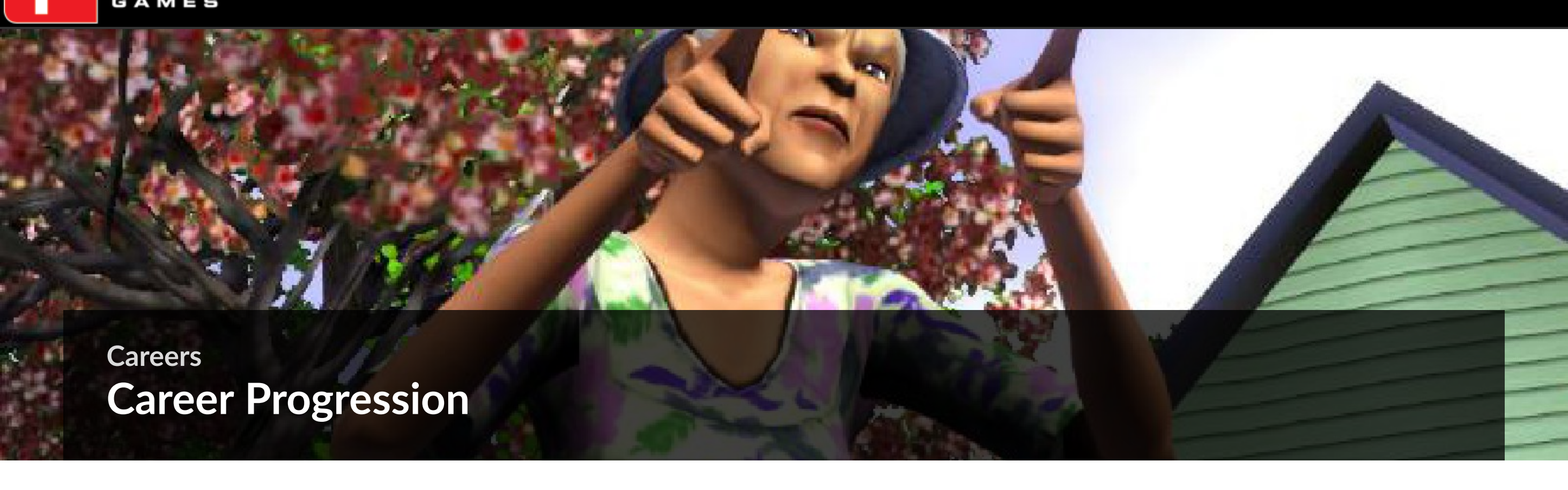
Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	organ Donor	M,T,W,Th,F	9:00am	6	$128	$640	$40	Mood, Logic Skill
2	Bed Pan Cleaner	M,T,W,Th,F	9:00am	6	$150	$750	$40	Mood, Logic Skill
3	Paramedic	M,T,W,Th,F	9:00am	7	$190	$950	$50	Mood, Logic Skill
4	Medical Intern	M,T,W,Th,F	9:00am	10	$330	$1,650	$80	Mood, Logic Skill, Medical Journals Read
5	Resident	M,T,W,Th,F	9:00am	9	$700	$3,500	$170	Mood, Logic Skill, Medical Journals Read
6	Trauma Surgeon	M,T,W,Th,F	7:00pm	8	$810	$4,050	$200	Mood, Logic Skill, Medical Journals Read
7	Gene Therapist	M,T,Th,F	9:00am	5	$960	$3,840	$190	Mood, Logic Skill, Medical Journals Read
8	Infectious Disease Researcher	M,T,Th,F	9:00am	5	$1,050	$4,200	$200	Mood, Logic Skill, Medical Journals Read
9	Neurosurgeon	M,T,Th,F	9:00am	8	$1,800	$7,200	$350	Mood, Logic Skill, Medical Journals Read
10	World Reknowned Surgeon	M,T,Th,F	9:00am	5	$2,400	$9,600	$460	Mood, Logic Skill, Medical Journals Read

Medical Tones

Tones	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Watch TV in Ready Room	Relax at work. Slower performance, but less stress
Chat with Co-workers	Build relationship with co-workers
Do Boss's Paperwork	Build relationship with boss
Sleep in Ready Room	Napping at work helps with energy
Meet Medical Personnel	Allows Sim to possibly meet new co-workers that have not already been met outside of work

Doctor - Career Rewards

Action	Reward	XP Reward
Complete 3 Innoculation Jabs	Medical Trophy of Honor	0
Complete 10 Building Emergencies	Medical Trophy of Valor	0
Diagnose 40 Sims	Medal of Mending	0
Help 10 Sims in "Local Emergencies"	Tending Trinket	0
Reach level 10	medical Key to the Town	0
Complete 5 Free Health Clinics at level 10	Skeletal Endowment	0



Careers

Career Progression

Original Activity

The Medical career is one of the most stressful careers, so to advance, you need activities in the Sim's life to counteract the Stressed Out moodlet.

Mood is a major factor in promotions, so be sure to sleep when possible (the Sleep in Ready Room tone helps out with this) and have an activity that lowers tension, such as reading, exercise, or socializing.

> **Tip**
>
> The Medical career does not factor relationship with co-workers or the boss into promotions. The quality of work is what really counts.

As soon as you reach the Medical Intern promotion, get ready for a hectic schedule. The Sim gets a beeper and has to come into work at odd hours.

Shifts start growing, too, so be ready to spend lots of time at the hospital as you work farther up the promotion ladder. Medical Interns earn the Give Medical Advice social, which helps out pregnant Sims.

> **Tip**
>
> Pregnant Sims who regularly seek medical advice (or receive it) assist the development of the pregnancy, which can lead to the baby getting highly desirable traits.

When you reach the Medical Intern position, you start receiving medical journals, too.

These are critical for future advancement because the number of journals read is a metric for deciding promotions alongside mood and Logic skill. In your off time, be sure to read these medical journals because the game keeps track of this statistic.

At the Resident level, Sims get two new socials: Give Good Medical Advice and Brag About Being a Doctor. The Give Good Medical Advice has a greater benefit to expectant mothers—in fact, the Medical Sim can even deduce the sex of the baby.

> **Note**
>
> The Brag social impresses other Sims in conversation. If the other Sim is already romantically interested in the Medical Sim, that romance is further enhanced.

Community Activities

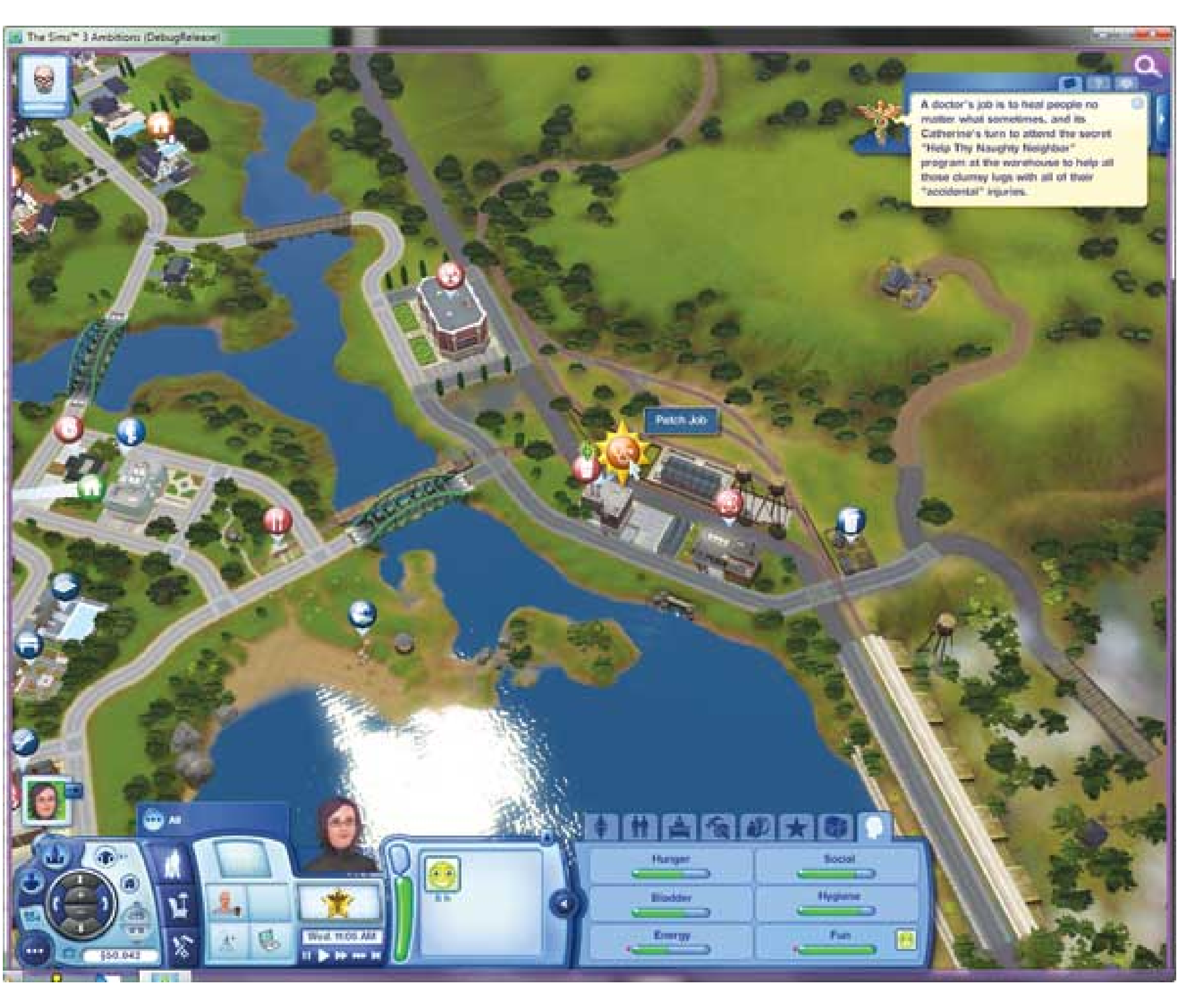
Upon reaching level 3 of the Medical career, Sims can now perform activities around the community just like the Ghost Hunter or Firefighter. Events like free clinics and vaccinations pop out on map view.

When you report to the community lot where these events are to take place, your Sim is typically swarmed by neighbors.

Now, you must perform as many of the necessary interactions on these Sims as possible before the time limit of the event expires. The more Sims you get to, the better your do at the activity.

If there is time in the work day following the activity, return to the hospital to complete your shift, manage tones to meet promotion metrics, and get paid.

> **Note**
>
> Community events do not have Current Job boxes to track activities and requirements. You just need to get to as many Sims as possible.



A doctor's job is to heal people no matter what sometimes, and its Catherine's turn to attend the secret "Help Thy Naughty Neighbor" program at the warehouse to help all those clumsy lugs with all of their "accidental" injuries.

Use map view to identify and travel to medical events in the community.

> **Caution**
>
> Sims who do not receive treatment in a timely manner or are not gotten to by the end of the event leave dejectedly and you may suffer a reduced LTR with them.

Opportunities

Medical Sims are offered opportunities during the course of the career that result in payouts and increased relationships.

Some of these opportunities are single events while others are chained together. Upon completing the chain, your Sim is rewarded.

Emergancy Testing

Hint
Test for Disease at community location to help with the outbreak.
Assist with Emergency at the hospital to help with the crisis.

Equipment Arrival

Hint
Discuss Medical Equipment at City Hall.
Discuss Vote with Sim X to gain support for issue.
Convince to Vote to 3 Sims to aid the council member.
Report In to Sim X.
Go to work to report in and receive a relationship boost with co-workers and the boss, and a large performance boost.

Hospital Mystery Hints

Hint
Investigate Scene at the hospital after work to find clues.
Question the three Sims to see if they have alibis or information about the crime.
Search for Card at the bistro to see if Sim X can track down the missing security card.
Question About Card with Sim X to see if any information about the lost card can be found.
Return to work to announce your success.

Bad Medical Cliques Hints

Hint
Discuss Conflict with Sim X to see what the issues are.
Discuss Lab Issue with Sim X to see if there is any way to better distribute the lab assignment time.
Throw a party and invite Sim X to get cooperation.
Report In to Sim X to see if everything will be fixed.

Equipment Needs Hints

Hint
Check on the Order at community location to determine the hang up.
Discuss Certification Process with Sim X. Be sure to be on a solid relationship standing first.
Check Public Records at City Hall to find out more about the problem.
Go to work to report in and receive relationship with the boss, money, and a performance boost.

Medical Outreach

Throughout the Medical career, your Sim is presented with events at local venues (those where you disappear) to confer about medical issues, discuss hospital business, or perform clinics.

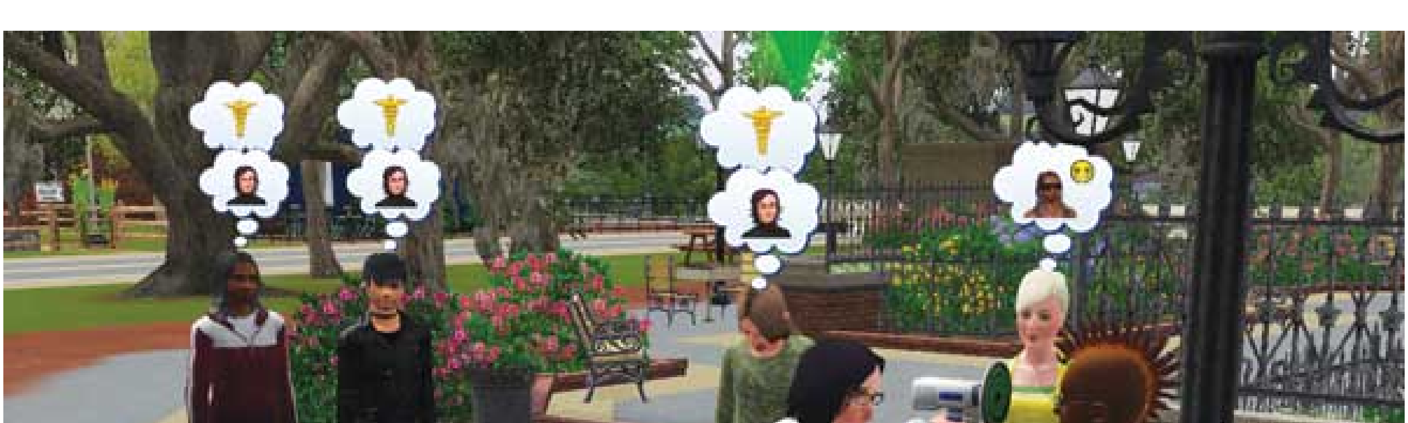
To complete these operations, you only need to click on the venue and choose to take on the Medical Outreach activity. Your Sim then travels to the location and, after several hours, emerges to positive results.

Vaccinations

Vaccination clinics occur at community lots. When you choose to fulfill this activity, your Sim travels to the designated lot and sets up shop. Within minutes, Sims start crowding around you to get their shots.

Click on waiting Sims and choose the Vaccinate interaction to "stack" them into your action queue. Your Sim then goes down the list, giving shots to each Sim until time is up.

Free Clinics



Free clinics are very similar to vaccination jobs. When you go to the community lot where the hospital is sponsoring a free clinic, Sims gather around. Click on waiting Sims and choose Diagnose to add them to the queue.

During the hours of the clinic, your Sim attends to as many patients as possible. Your Sim holds up diagnostic equipment like a portable x-ray machine and deduces the potential problem.

After a few minutes, the diagnosis is made and a treatment is administered. The target of the treatment is happy, boosting your LTR.

> **Note**
>
> Be sure to use the Follow Up with Patient social on Sims you've treated, for LTR boosts.

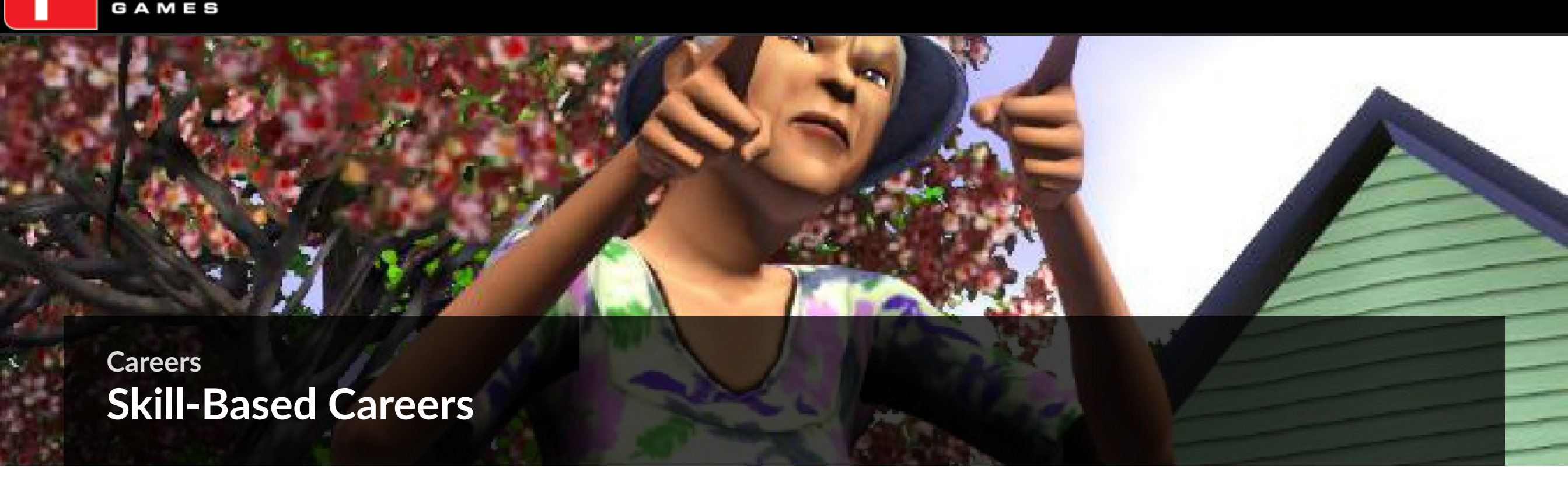
Local Emergencies

When Medical Sims are at a community lot (not a venue where they disappear for hours), there is a slight chance they may encounter a Sim having an emergency, such as choking.

You receive a message stating that a Sim is having an emergency. You now have a Medical Attention interaction on the suffering Sim. Your Sim performs whatever is needed to save the impromptu patient.

Onlookers at this point cheer, giving the Medical Sim increased relationships with all who watched.

> **Note**
>
> If a local emergency happens at a venue where you do vanish, the save happens automatically without any of the cheers.



Careers

Skill-Based Careers

Ambitions allows Sims who choose to focus on creative endeavors to participate in a career-like system.

Skill-based careers are similar to professions in that you can seek promotions and advance, but instead of having specific responsibilities or metrics to manage, promotions are awarded based on the overall sold value of the objects created.

For example, if a Writer scribes a romance novel worth §6,700 of royalties, those Simoleons are placed in an overall pot (no matter whether or not they are spent on anything). When the Sim crosses a value threshold, a promotion is awarded.

Tip

Some promotions come with cash rewards!

A skill-based career is a good way to make a living doing what you love on your own schedule.

If you wish to embark on a skill-based career, go to City Hall and register as self-employed. The listed careers are based on your current skill set.

If you have multiple skills in development, you will see several skill-based career options. You may register for multiple skill-based careers, but it will not be easy to reach high-level promotions if you split your time across multiple careers.

Note

The Photographer and Nectar Maker careers are available only if you have World Adventures.

Writer

Level	Title	Value for Advancement	Bonus Simoleon Reward
1	Fan Fiction Drafter	75	
2	Small-Time Scrivve	400	
3	Tabloid Typist	1000	
4	Paperback Pauper	2500	
5	Work-for-Hire Wordsmith	5000	500
6	Pretentious Poet	8000	
7	Ghostwriter	12000	1500
8	Prize Winning Author	19000	
9	Fiction Fantastico	30000	2500
10	Blockbuster Writer	50000	5000

Painter

Level	Title	Value for Advancement	Bonus Simoleon Reward
1	Paint Splasher	50	
2	Canvas Cretin	75	
3	Finger Painter	250	
4	Paintbrush Patsy	750	
5	Avant Guarde Poseur	1000	500
6	Art Gallery Rookie	2500	
7	Illustrious Illustrator	5000	1500
8	Prestigious Painter	10000	
9	Acrylic Ace	25000	2500
10	Master of the Brush	50000	5000

Gardener

Level	Title	Value for Advancement	Bonus Simoleon Reward
1	Cucumber Smasher	30	
2	Dirt Digger	75	
3	Clodhopper	500	
4	Master Weeder	1000	
5	Fertilizer Flinger	2500	500
6	Bushwacker	7500	
7	Seed Sewer	15,00	1500
8	Famed Farmer	30000	
9	Progency of the Harvest	60000	2500
10	Agricultural Mastermind	80000	5000

Fisher

Level	Title	Value for Advancement	Bonus Simoleon Reward
1	Rod and Reel Rookie	30	
2	Empty Net Trawler	75	
3	Hook Baiter	500	
4	Freshwater Freshman	1000	
5	Saltwater Initiate	2500	500
6	Chub Chucker	7500	
7	Local Ahab	15000	1500
8	Deadliest Catcher	30000	
9	Old Salty	60000	2500
10	Legendary Piscator	80000	5000

Inventor

Level	Title	Value for Advancement	Bonus Simoleon Reward
1	Electrocution Victim	30	
2	Nuts and Bolts Combiner	75	
3	Duct Tape Rigger	300	
4	Whatchamahickey Designer	1000	
5	Experienced Innovator	2500	500
6	Hosebeast	5000	
7	Father of Local Ingenuity	10000	1500
8	Feared Techie	25000	
9	Robotics Dealer	45000	2500
10	Fourth Dimensional Architect	60000	5000

Sculptor

Level	Title	Value for Advancement	Bonus Simoleon Reward
1	Questionable Potter	50	
2	Cro-magnon Clay Creator	150	
3	Sculpting Gozer	300	
4	Block Buster	1000	
5	Obelisk Architect	2500	500
6	Ice Guy/Gal	5000	
7	Renaissance Sculptor	10000	1500
8	Chiseled Chisler	25000	
9	Topiary Tantalizer	45000	2500
10	Master SCulptologist	60000	5000

Photographer

Level	Title	Value for Advancement	Bonus Simoleon Reward
1	Papa/Mama Paparazzi	20	
2	Dark Room Destroyer	50	
3	Awkwardly Close Zoomer	150	
4	Social Network Profile Photographer	750	
5	Disposable Debutante	2500	500
6	Aperture Scientist	5000	
7	Titan of Timelessness	10000	1500
8	Lens Lover	25000	
9	Memory Catcher	45000	2500
10	Snap Dragon	60000	5000

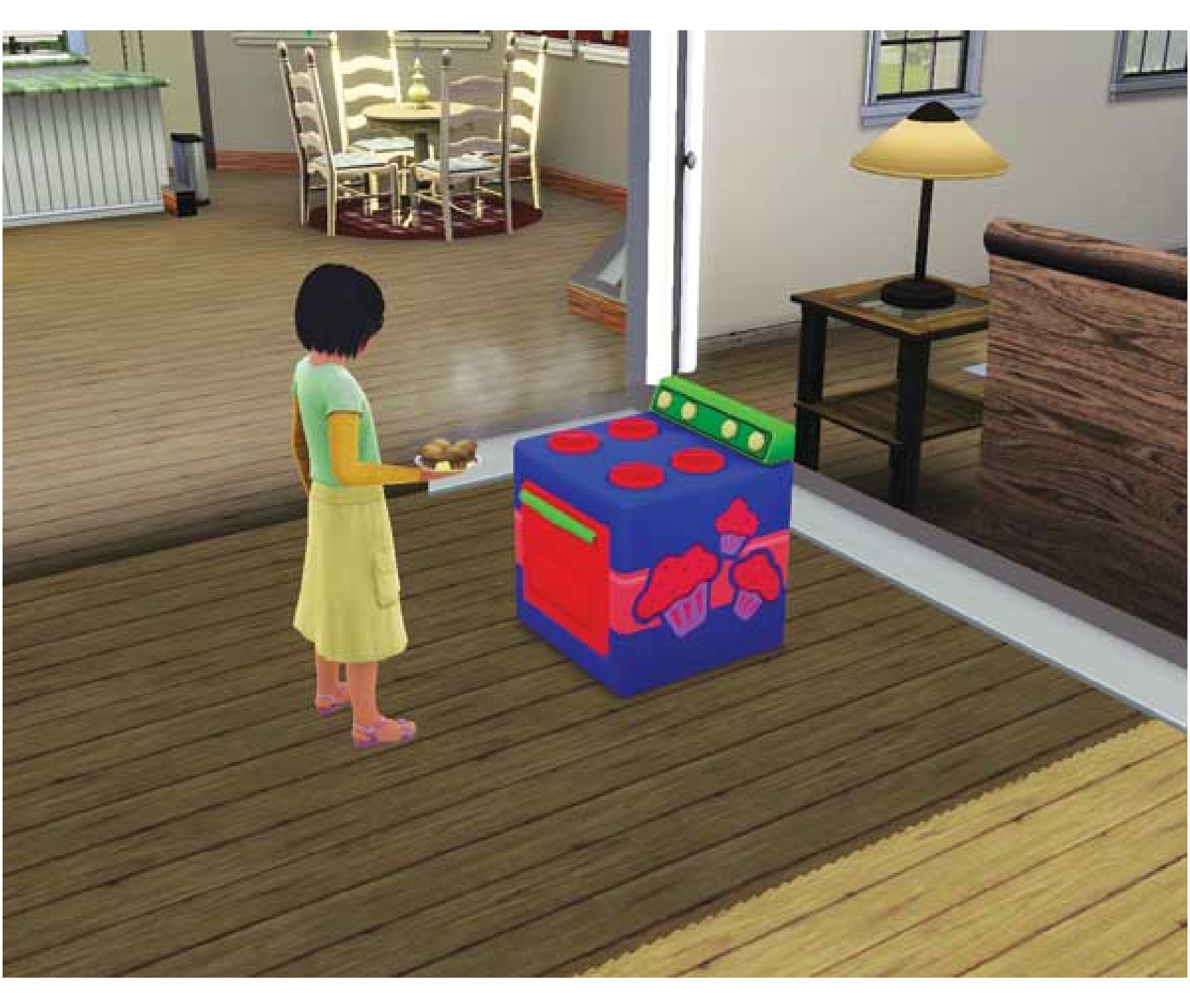
Nectar Maker

Level	Title	Value for Advancement	Bonus Simoleon Award
1	Grape Kicker	30	
2	Tastebud Nullifier	75	
3	Nectar Taster	150	
4	Bottle Label Designer	250	
5	Nectar Makers Assistant	1000	500
6	Ascendant Juicer	5000	
7	High Quality Nectar Pairer	9000	1500
8	Chief of the Nectary Grounds	14000	
9	Nectar Bottle Distributor	25000	2500
10	Master Nectar Craftsman	35000	5000

Career Rewards

Action	Reward
Make $25k from Writing	Author's Honor Trophy
Make $25k from Painting	Artist's Painted Ribbon
Make $25k from Gardening	Gardening Hero's Trophy
Make $25k from Fishing	Fabulous Angler Medal
Make $25k from Sculpting	Successful Sculptor's Medal
Make $25k from Photography	Photographer's Key to the Town
Make $25k from Nectar Making	Nectar Maker's Symbol of Honor

Bake Sale

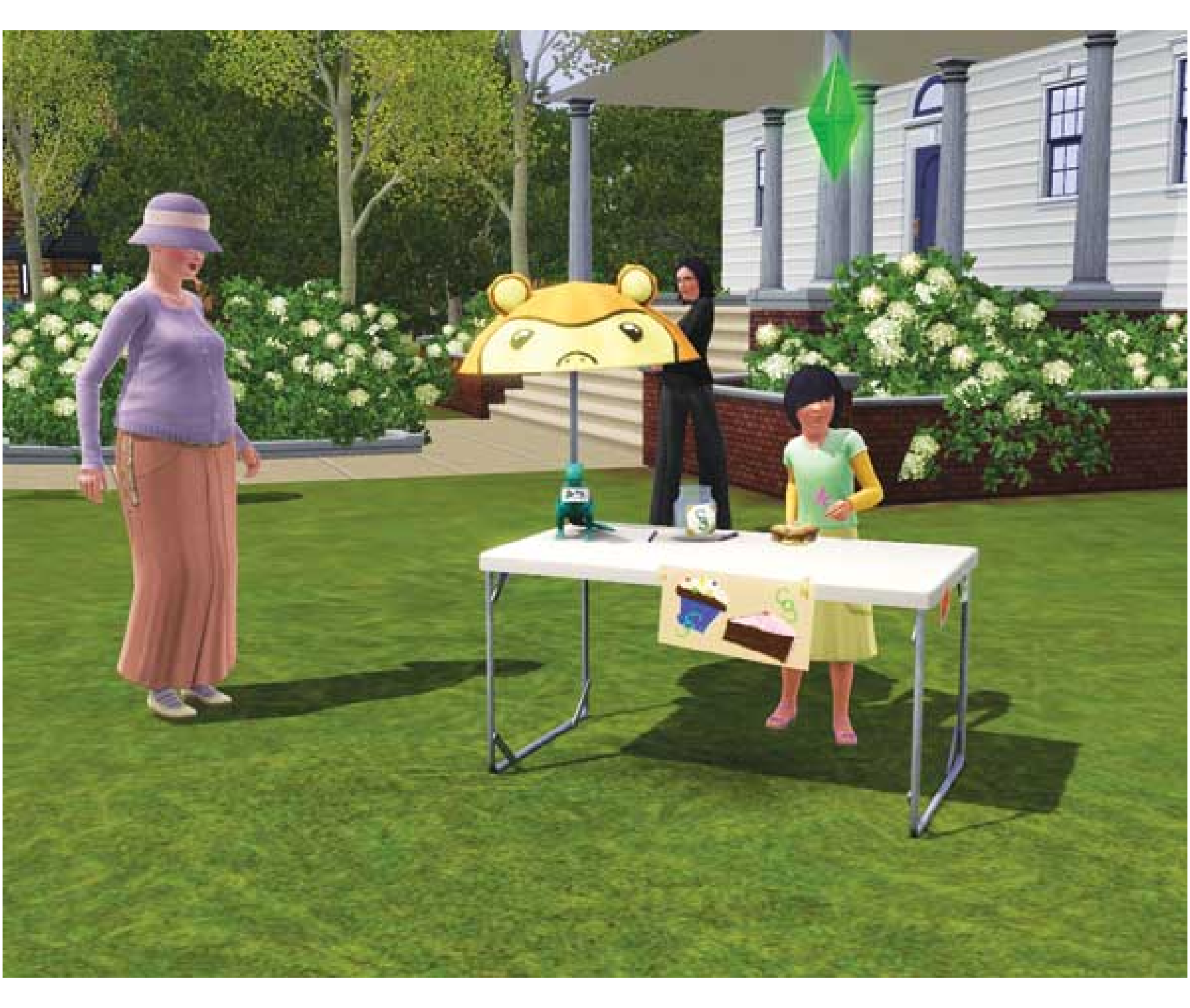


Remember that classic computer game, Lemonade Stand?

Well, a similar game exists inside Ambitions to give child Sims a "career" of their own. Kids can now set up bake sale tables (buy from the Toys tab in Build/Buy Mode) in the front yard of their family lots or in community lots and sell goods made in the toy oven.

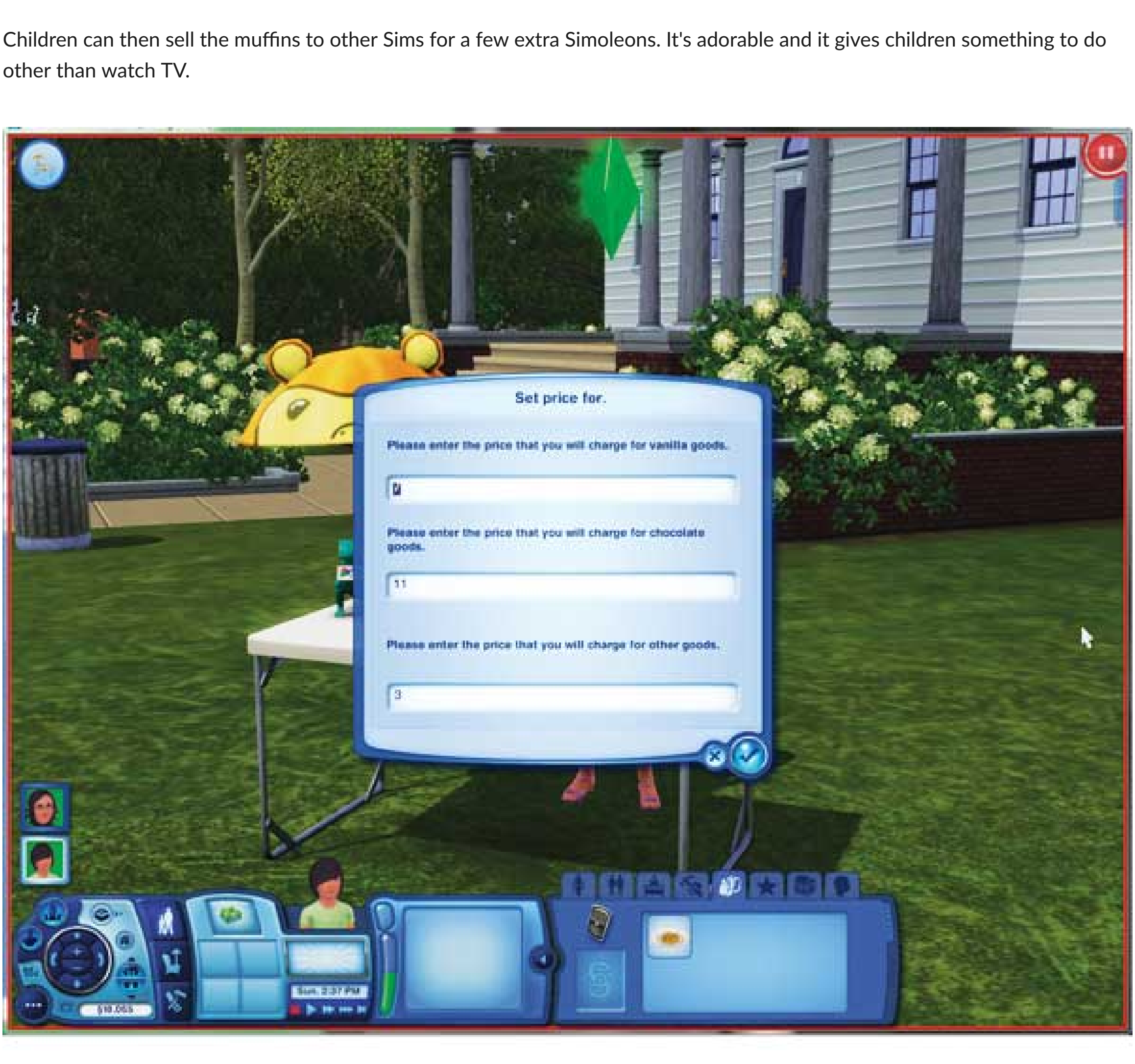
To get started on this cute, lucrative enterprise, a child needs to bake up a batch of something in the toy oven, such as muffins. After the muffins have finished, click on the bake sale table and choose the Stock interaction.

Once the muffins are out, use the Tend interaction to start selling.



Almost immediately, friends and neighbors wander onto the lot, following the smell of those delicious muffins.

Children can then sell the muffins to other Sims for a few extra Simoleons. It's adorable and it gives children something to do other than watch TV.



Set price for.

Please enter the price that you will charge for vanilla goods.

Please enter the price that you will charge for chocolate goods.

11

Please enter the price that you will charge for other goods.

3

Children are encouraged not to just let prices ride, though.

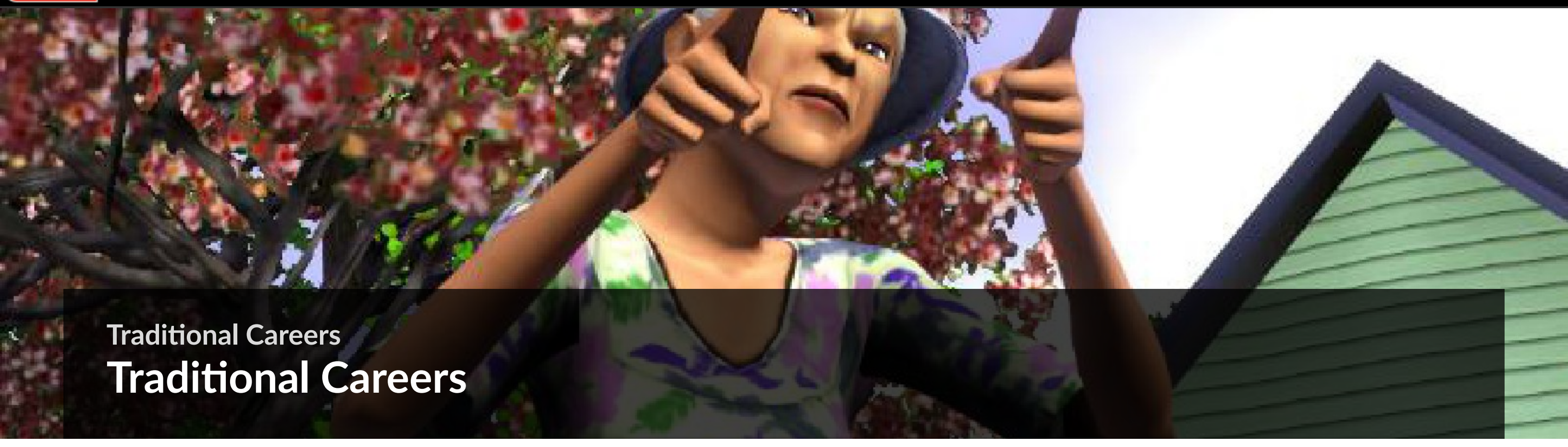
Tastes are fickle and by using the daily Baking Report in the newspaper (this is now an interaction on the newspaper), they can get an idea of where the collective sweet tooth is at that day.

Children set the prices for vanilla goods, chocolate goods, other goods, and all goods. If the goodies are priced right, they will almost fly off the table.

If business slows, though, consider lowering the price on some baked goods to see if the customer base responds better.

Sims older than toddlers can also interact with the bake sale. Use the Purchase interaction to buy something from the table. Child Sims can also attempt to steal money from the table.

If an adult is present when a child attempts to do this, though, they get a stern lecture about not thieving. Evil or Mean grown-up Sims may even try to pull this stunt!



Traditional Careers

Ambitions adds new jobs, but it does not remove any of the existing careers—the closest it comes is the modification of the Medical career into an active profession.

The existing career structure remains the same, with Sims reporting for almost-daily shifts at venues around the town, such as the business tower or the stadium.

In fact, one new career is added to the original career structure: Educator. The Educator reports to the local school for work during weekdays.

Use this section to master the new Educator career and all previous professions not affected by the professions system.

To sign up for a career, simply report to the building that headquarters the job, such as the military base or police station. Applying is as easy as left-clicking on the location and then choosing the offered career.

When your Sim reports to the job location, the career is immediately offered and the starting position/salary flashed on-screen. If you accept, you are given a schedule and expected to show up at the designated times.

There are multiple ways to advance a career.

Promotions are the most common benchmark of success and always come with a one-time Simoleon bonus, but there are social aspects to each career that involve getting to know co-workers, which has the potential to widen your circle of friends.

While at work, you can set the "tone" for your performance (more on these in a moment), which affects how you interact with co-workers or approach the job itself.

As you advance, your schedule changes and your salary rises. Typically, there are perks or benefits for hitting certain promotions.

Tip

Going to work in a good mood boosts your chances of promotion. Go see a movie the night before work to get the powerful Enjoyed a Great Movie moodlet that lasts almost the entire next day.

Tones

Although you do not actually see what your Sim does on these original jobs, you can dictate general behavior for that work day through tones.

Tones include behaviors such as working hard, getting to know co-workers, and sucking up to the boss. Some careers have unique tones, such as the Do a Side Job tone of the Criminal career.

Many of these tones play into earning promotions at work, so look at the provided promotion metrics for each career to see what tones are best for the next step in that career.

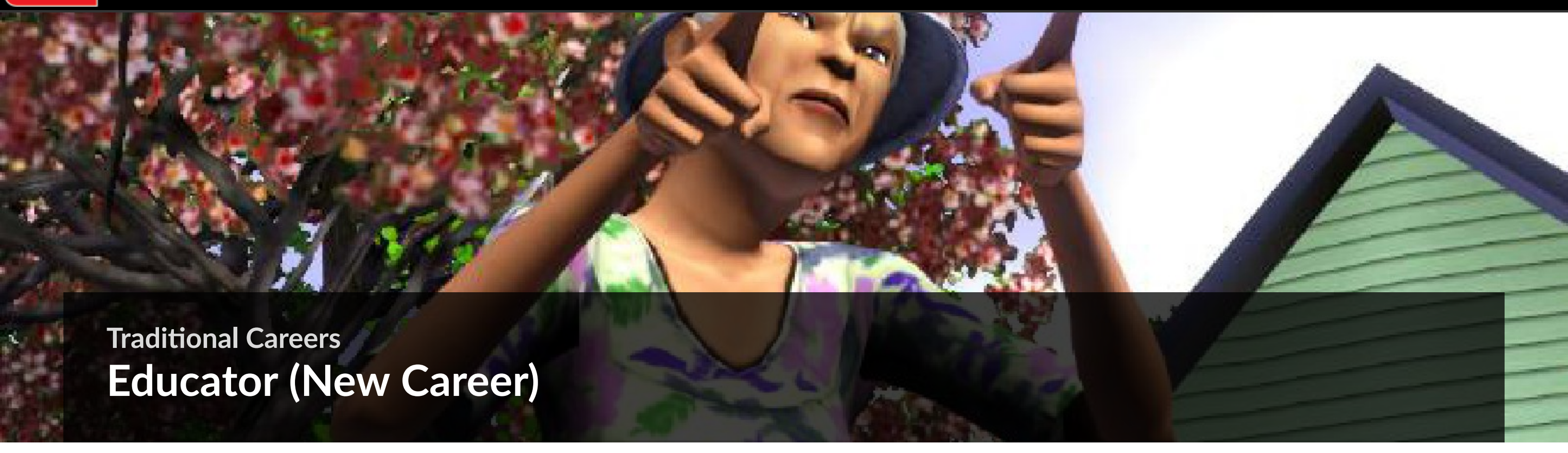
Note

Not all tones are available from the first day. In some careers, additional tones are earned when you reach specific promotions.

Retiring

Later in life, Sims can retire from a career and make a pension.

This pension is smaller than the wages normally made at that promotion level, but it is a great way to pull in daily income for necessary food and objects while pursuing skills.



Educator (New Career)

Fewer pursuits are more noble than the education of the young. In the new Educator career, Sims start off as your basic under-appreciated teacher.

However, hard work at both home and school generates success. Diligence leads to promotions that eventually install your Sim as District Superintendent, ready to oversee all schools in the community.

Work Location: Community School for the Gifted (Sunset Valley), Truelong Community School (Riverview), Stary Community School (Twinbrook)

How Hired: Report to school, answer computer ad, answer newspaper ad

Work Week: The Educator maintains hours similar to a normal school week. However, at the upper levels of the career, the work day is shortened by an hour or two.

Salary Progression: As you might imagine, this career pays very little at first. And even at the higher promotion level, it is still not a huge money-maker. But Educators can earn extra Simoleons by giving lectures.

Educator - Career

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Pension Pay	Metrics for Promotion
1	Playground Monitor	M,T,W,Th,F	8:00AM	6	120	30	Mood
2	Teacher's Aide	M,T,W,Th,F	8:00AM	6	144	40	Mood
3	Substitute Teacher	M,T,W,Th,F	8:00AM	6	173	50	Mood, Charisma
4	Elementary School Teacher	M,T,W,Th,F	8:00AM	6	208	50	Mood, Logic, Charisma
5	Middle School Teacher	M,T,W,Th,F	8:00AM	7	250	60	Mood, Logic, Charisma
6	High School Teacher	M,T,W,Th,F	8:00AM	7	300	80	Mood, Logic, Charisma, Lectures Given
7	Department Head	M,T,W,Th,F	8:00AM	7	450	110	Mood, Logic, Charisma, Lectures Given
8	Assistant Principal	M,T,W,Th	8:00AM	6	675	130	Mood, Logic, Charisma, Lectures Given
9	Principal	M,T,W,Th	8:00AM	6	1,103	200	Mood, Logic, Charisma, Lectures Given
10	District Super Intendant	M,T,Th	8:00AM	3	1,621	240	Mood, Logic, Charisma, Lectures Given

Educator Tones

Tones	Description
Business as Usual	Do just enough work so as not to get stressed
Work Hard	Work hard to increase performance but adds stress
Meet co-workers	Meet co-workers
Hang with co-workers	Build relationships with co-workers
Grade Boss' Papers	Build relationships with boss
Give Extra Lecture	Deliver lecture that results in extra performance and simoleon bonuses

Benefits and Rewards

The Educator career begins as many do. Sims can either report to the local school or apply for the position through the newspaper or via computer. Once accepted, the Sim is given the position of Playground Monitor.

At this point in the career, the only metric for promotion is mood. Coming to school with a smile on your face results in advancement.

Do things the night before that put your Sim in a long-lasting good mood, such as going to see a movie or concert. (Unless there is another Sim in the household, the early stages of the Educator career don't pay well enough to enjoy the benefits of spa treatments.)

However, do not wait to start developing the Charisma skill, because it is a metric for the third level of the career: Substitute Teacher.

By the time your Sim achieves the Elementary School promotion, the Logic skill metric is introduced. Now, the constant development of Logic is important to continue climbing the career ladder.

Using a chess set at the local park is a good way to start building this skill without a big expenditure.

Attending a Logic class over a weekend (the normal days off for an Educator) or curling up with one of the Logic books from the local bookseller are also good ways to keep this metric on track and growing throughout the career.

Tip

Once the Elementary School Teacher promotion is bagged, Educators are more effective at helping children and teens with their homework.

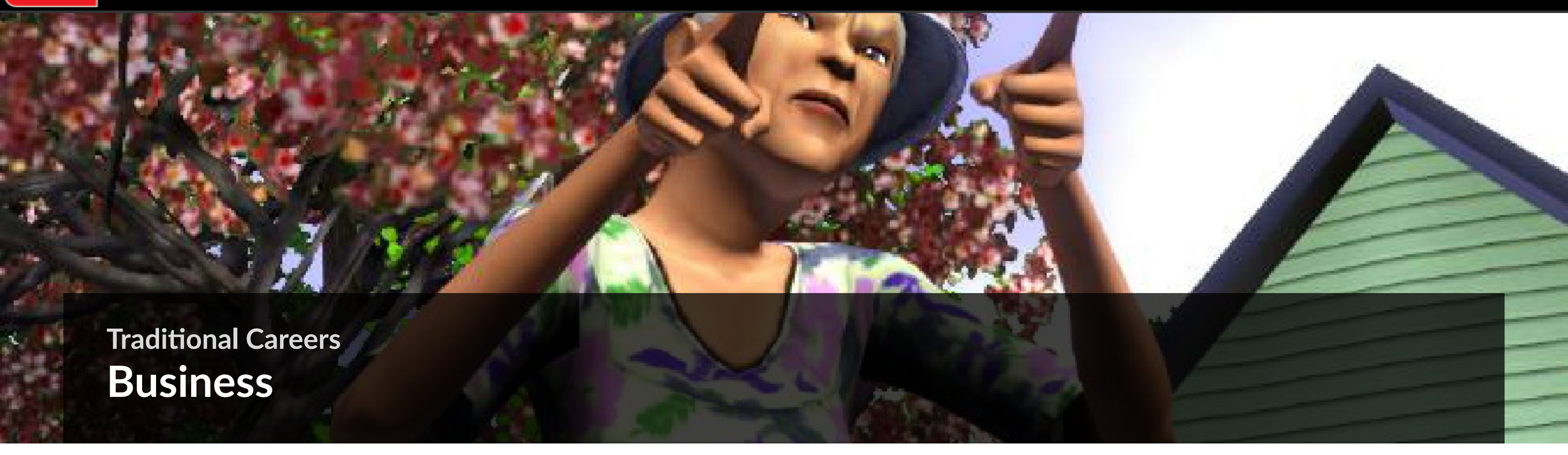
This proves beneficial for both parties, as it not only aids the student, but it also builds the relationship between them.

At the sixth level of the career, High School Teacher, Educators get a new tone: Give Lecture. This tone is limited to specific hours (listed on-screen during available days) but has two extra effects.

One, the number of lectures given is kept track of because it is a metric for all future promotions. Two, it pays well. Giving lectures, though, can take time away from time spent with other tones and pursuits, so be mindful of this.

Finally, once you reach the top of the career—District Superintendent—you get a brand new action you can perform around town: Give Great Lecture.

This is very similar to the Give Inspirational Speech action/reward within the Political career. Use it in one-on-one conversations or in groups. Either way, it results in the Heard Great Lecture moodlet boost for all within earshot.



Traditional Careers

Business

The business career unfolds exactly as you might expect. Sims dutifully report to work in the morning to attend meetings and climb the corporate ladder.

As you approach the top of the career ranking, the requirements to reach each new promotion become harder to juggle. But that should be expected for a career with such incredible financial rewards.

You cannot coast. You must work hard, appealing to both the boss and co-workers so that one day that corner office is yours.

Work Location: Doo Peas Corporate Towers (both towns)

How Hired: Report to business tower, answer computer ad, answer newspaper ad

Work Week: The career is a Monday through Friday job with normal business hours. At first, the hours are a little longer. However, over time, those hours are spread out across meetings that are required as part of the job at different times.

Salary Progression: This career pays very little at first. However, when you move up the ranks, the Simoleon rewards grow exponentially. As you close in on the top levels of the career, the salary is huge.

Business - Career

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Coffee Courier	M,T,W,Th,F	8:00AM	6	160	800	40	Mood, Relationship w/ Boss
2	Filing Clerk	M,T,W,Th,F	8:00AM	6	208	1,040	50	Mood, Relationship w/ Boss
3	Report Processor	M,T,W,Th,F	8:00AM	6	271	1,355	70	Mood, Relationship w/ Boss, Relationship w/ co-workers
4	Corporate Drone	M,T,W,Th,F	8:00AM	6	353	1,765	90	Mood, Relationship w/ Boss, Relationship w/co-workers
5	Department Head	M,T,W,Th,F	8:00AM	7	530	2,650	130	Mood, Relationship w/ Boss, Relationship w/ Co-workers
6	Divison Manager	M,T,W,Th,F	8:00AM	7	689	3,445	170	Mood, Relationship w/ Boss, Relationship w/ Co-workers, Meetings Held
7	Vice President	M,T,W,Th,F	8:00AM	7	896	4,480	220	Mood, Relationship w/ Boss, Relationship w/ Co-workers, Meetings Held
8	CEO	M,T,Th,F	8:00AM	6	1,434	5,736	280	Mood, Relationship w/ Boss, Relationship w/ Co-workers, Meetings Held
9	Venture Capitalist	M,T, Th,F	8:00AM	6	1,721	6,884	330	Mood, Relationship w/ Boss, Relationship w/ Co-workers, Meetings Held
10	Power Broker	M,T, Th	8:00AM	3	947	2,841	400	Mood, Relationship w/ Boss, Relationship w/ Co-workers, Meetings Held

Business Tones

Tones	Description
Business as Usual	Perform average job duties
Hold Meetings	Available to schedule meetings, slows performance growth
Meet co-workers	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Chat at Water Cooler	Build relationships with co-workers
Suck Up to Boss	Build relationships with boss
Power Work	Work hard to increase performance, but adds stress
Meet Medical Personnel	Allows Sim to possibly meet new co-workers that have not already been met outside of work<

Benefits and Rewards

To work your way up this career, you must have a good relationship with the boss. This can be achieved by the Suck Up to Boss tone, but this risks alienating co-workers.

This turns into a problem later in the career when the relationship with co-workers becomes a metric for which your promotion is judged.

Being charismatic can help with this career because after meeting co-workers on the job, you can then improve those relationships outside working hours.

Tip

The Business career is the easiest to master because it requires the fewest skills.

Once you reach the Division Manager promotion, you can start holding meetings and meeting opportunities come regularly.

Making these meetings becomes a critical metric for making additional promotions. Here, the career starts to consume a lot of time and attention.

Tip

Don't worry about missing scheduled work hours to attend meetings. Meetings supersede scheduled work at the Doo Peas Towers.

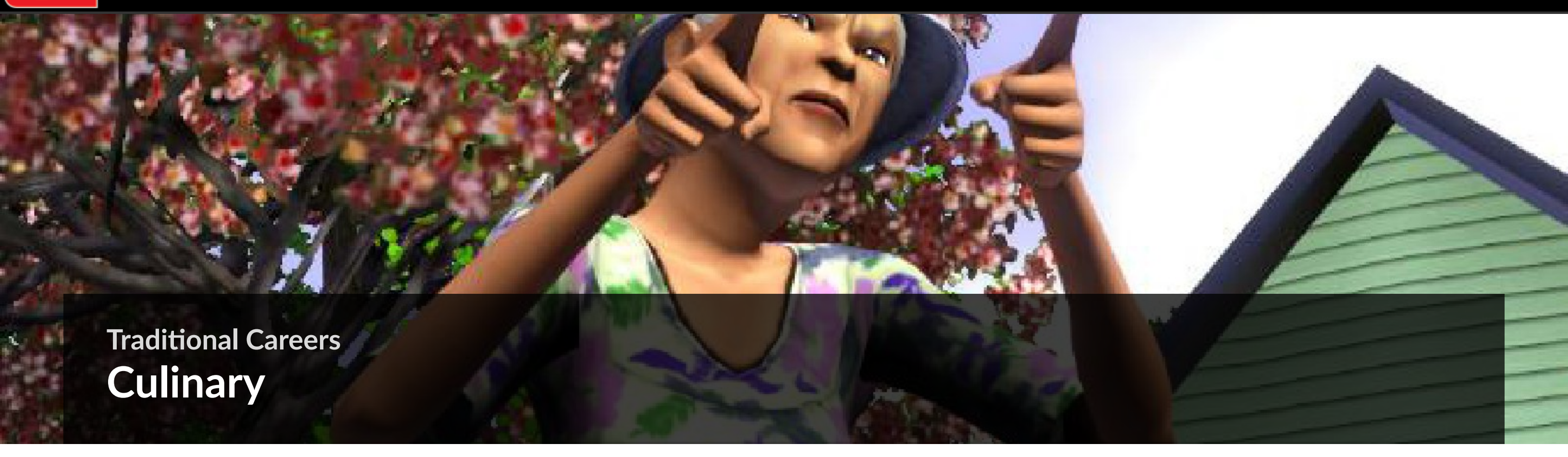
Note

When you earn the CEO promotion, you ride to work in a limo.

One of the key benefits of this career comes at the top promotion to Power Broker. Now, you have complete control over working hours by choosing to hold meetings at your whim.

You are paid for these meetings, too, so you have control over how much money is made during that specific day. A day full of meetings is very lucrative.

This flexibility allows the Power Broker to pursue different skills or attend to a household without worrying about a heavy work schedule.



Sims who want to pursue a career in the culinary arts should head to either the bistro or the diner.

This is not one of the higher paying careers, but it does come with a lot of perks, such as the consistent development of the Cooking skill while at work and discounts at the restaurant of employment.

Work Locations: Little Corsican Bistro or Hogan's Deep-Fried Diner (both towns)

How Hired: Report to bistro or diner, answer computer ad, answer newspaper ad

Work Week: Normal work week but with hours that start later in the day. Sims are typically reporting to work in late morning or early afternoon and do not come home until late.

Salary Progression: Starting pay is very low and increases only a little with each promotion. Even at high level, this is not a high-paying career.

Culinary Career

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Kitchen Scullion	SU, M,T,F, S	3:00PM	6	148	740	40	Mood, Cooking Skill
2	Spice Runner	SU, M,T, F, S	3:00PM	6	190	950	50	Mood, Cooking Skill
3	Vegetable Slicer	SU, M,T, F, S	3:00PM	6	230	1,150	60	Mood, Cooking Skill, Relationship w/ Boss
4	Ingredient Taster	SU, M,T, F, S	3:00PM	6	280	1,400	70	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
5	Line Cook	SU, M,T, F, S	3:00PM	5.5	460	2,300	110	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
6	Pastry Chef	SU, M,T,F, S	3:00PM	5.5	590	2,950	150	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
7	Sous Chef	SU, T, F, S	3:00PM	5.5	680	2,720	130	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
8	Executive Chef	SU,T,F,S	3:00PM	5	750	3,000	150	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
9	Chef de Cuisine	SU,F,S	3:00PM	5	1,005	3,015	150	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
10	Five-Star Chef	SU,F,S	3:00PM	4	1,400	4,200	200	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers

Culinary Tones

Tones	Description
Business as Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Take it Easy	Relax at work. Slower performance, but less stress
Practice Cooking	Increases cooking skill at work
Meet Co-Workers	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Hang with Co-Workers	Build relationship with co-workers
Suck up to Boss	Build relationship with Boss
Grovel to Leader	Build relationship with boss

Benefits and Rewards

Because cooking is such an important part of every Sim's life, the Culinary career has benefits that extend far beyond a daily paycheck.

The Culinary career offers the Practice Cooking tone, which lets you advance the Cooking skill while earning a paycheck.

Using this tone may come at the expense of not hastening an improved relationship with the boss or with co-workers (essential to promotion), but being a good cook is a mood booster for your Sim and potentially all other Sims in a household.

Caution

While cooking at work improves the Cooking skill, remember that cooking a recipe at home also improves the quality of the recipe each time you cook it.

Tip

Improving your Cooking skill is an important part of the promotion game in the Culinary career. Make sure you practice at home and don't rely on too many quick meals or snacks.

Good food is a mood booster for all Sims, so the benefit of occasionally getting free meals from work to take back to the lot is a real happiness generator.

This benefit does not happen until the Sim reaches Ingredient Taster. But once it happens, expect to see free meals on a regular basis. And if you have multiple Sims in a household, that free meal will have enough servings to satisfy all.

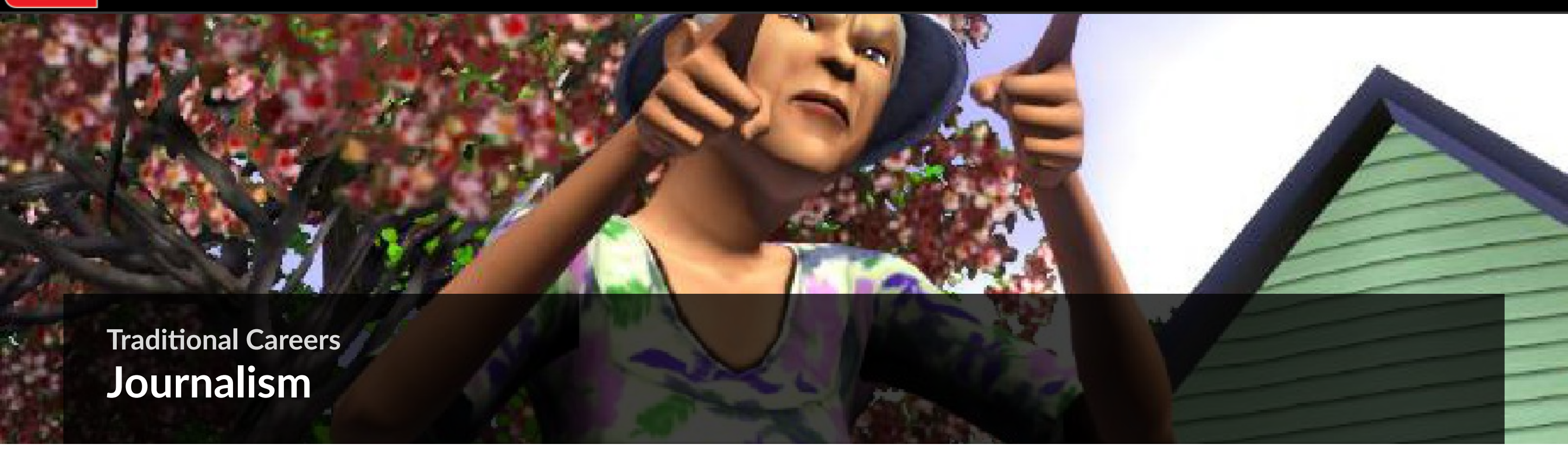
Dining out is another mood booster that benefits from the Culinary career. At the Sous-Chef level, Sims get a discount at the restaurant where they work. This saves money on meals.

Once the Sim reaches Executive Chef, the discount extends to both restaurants.

Sims in the Culinary career get two very cool equipment bonuses. At the Pastry Chef position, the Sim earns the food processor, which speeds up the cooking process at home.

The real prize, though, comes at the final promotion: Five-Star Chef. The Sim is awarded the MinusOne Kelvin Refrigerator.

This fridge gives the Superior Equipment moodlet to any Sim who walks near it. Also any recipe that uses food out of the fridge will come out high quality.



Traditional Careers

Journalism

As a journalist, Sims must chase down the facts not only during work hours, but on their own time, too. Such dedication is as reward in it itself, for the pursuit of truth is the noblest professional of all.

Work Location: Doo Peas Corporate Towers (both towns)

How Hired: Report to business tower, answer computer ad, answer newspaper ad

Work Week: Regular work week, but the week is often augmented by regular opportunities

Salary Progression: Low-paying career at the beginning and not exactly an account-stuffer over time either. Cash bonuses at promotion times are strong, though.

Journalism Career

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Paper Boy	M,T,W,Th,F	08:00AM	6	225	1,125	60	Mood, Writing Skills
2	Automated Spell-Checker Checker	M,T,W,Th,F	08:00AM	6	259	1,295	70	Mood, Writing Skills
3	Freelance Writer	M,T,W,Th,F/p>	8:00AM	6	298	1,490	80	Mood, Writing Skills, Stories Written
4	Proffesional Blogger	M,T,W,Th,F	8:00AM	4	301	1,505	80	Mood, Writing Skills, Stories Written
5	Anonymous Source Handler	M,T,W,Th,F	8:00AM	5	482	2,410	120	Mood, Writing Skills, Charisma Skill, Stories Written
7	Weather Man	M,W,Th,F	8:00AM	5	753	3,012	150	Mood, Writing Skills, Charisma Skill
8	Lead Reporter	M,W,Th,F	8:00AM	5	942	3,768	180	Mood, Writing Skills, Charisma Skill, Stories Written
9	Editor-In-Chief	M,W,Th,F	8:00AM	5	1,178	4,712	230	Mood, Writing Skills, Charisma Skill, Stories Written
10	Star News Anchor	M,W,Th,F	8:00AM	4	1,532	6,128	300	Mood, Writing Skills, Charisma Skill, Stories Written

Journalism Tones

Tones	Description
Business as Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Take it Easy	Relax at work. Slower performance, but less stress
Practice Writing	Increases Writing skills at work (available at level 1 of the Writing skill)
Discuss News with Co-Workers	Build relationships with co-workers
Meet Co-Workers	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Suck up to Boss	Build relationship with Boss

Benefits and Rewards

Like other careers where a certain skill is in play, pursuing the Journalism career lets a Sim advance their Writing skill while at the office.

Sure, this is to the exclusion of seeking better relationships with the boss or co-workers, but it also opens up more genre possibilities for writing lucrative novels at home in the Sim's spare time.

Joining the Journalism career also allows the Sim to engage in a new type of writing: stories and reviews. This subject only lasts, though, for as long as the Sim holds a Journalism career.

You can write an article at home without doing any research. It goes into your Sim's inventory and generates royalty payment. To create a story or a review, though, you need to do some research.

Rummaging in trash cans is a good way to gather material. So is interviewing a Sim or going to a movie.

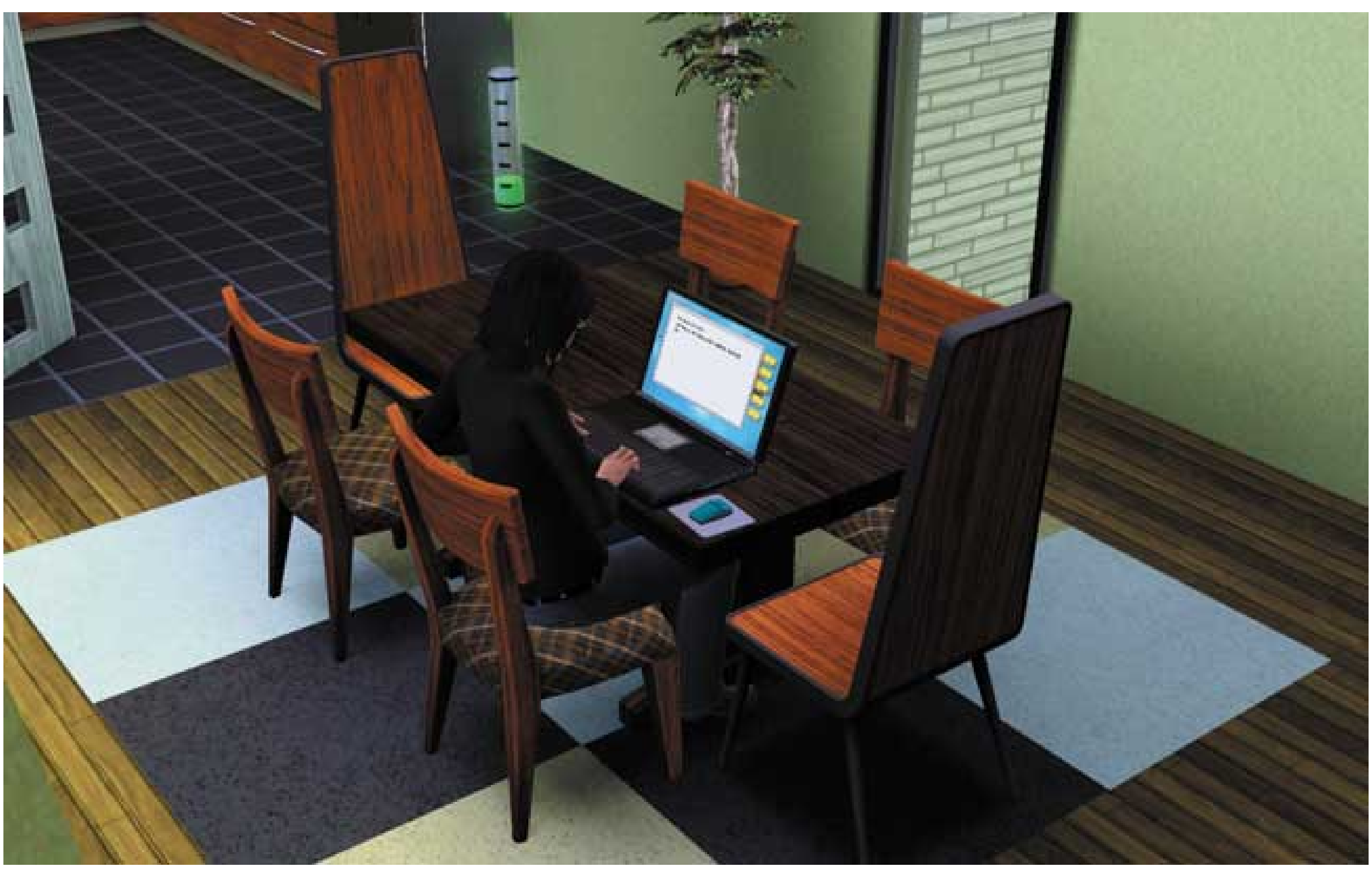
Once this has happened, a new interaction appears: Write a Negative/Positive review/story. This does not create an object, like writing an article.

Instead, this goes toward boosting the "Stories and Reviews" metric needed for promotions.

Not every promotion takes stories and reviews into consideration, though. You really need to work on Charisma skill to keep getting ahead. The Charisma skill ranking is an important metric for promotion.

This just adds to the career workload, as you must now juggle improving the Writing skill, improving the Charisma skill, and writing articles outside of work hours.

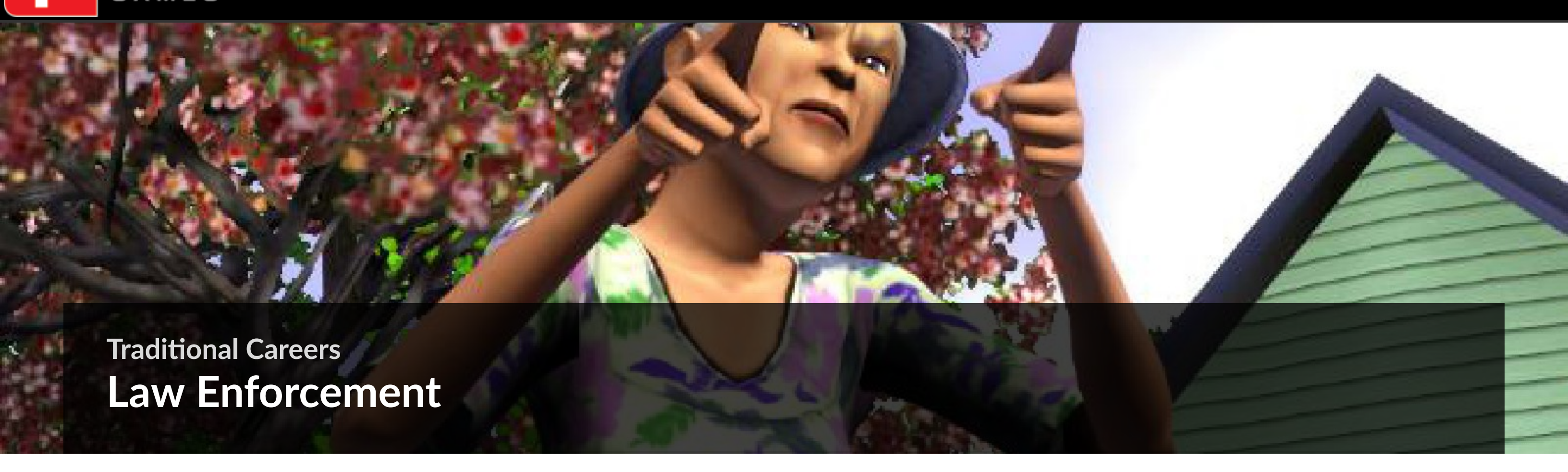
Fortunately, the work hours in this career are slightly lower than others, giving you extra free time for these career-related pursuits.



When you finally reach the top of the career track—Star News Anchor—you unlock a new social: Tell Intriguing News Story. This social is perfect for situations where you want to boost a relationship with another Sim.

Tip

The Tell Intriguing News Story social can be used several times with another Sim before it loses its effectiveness.



Traditional Careers

Law Enforcement

Not everybody is on the up-and-up. With a criminal element afoot, the city needs its fair share of Law Enforcement officers. This career branches, and the two tracks lead to different rewards.

The Law Enforcement career also uses a number of skills as metrics for promotion, so having a well-rounded Sim is a plus.

Work Location: Police Station (both towns)

How Hired: Report to Police Station, answer computer ad, answer newspaper ad

Work Week: Sim maintains normal workweek hours (9 to 5), but the Special Agent branch cuts those hours by three per day and adds an on-call alert that sometimes requires work at odd hours.

Salary Progression: Decent wages until the career branches. The Special Agent branch gets higher bonus for promotions while Forensic Analysts get a higher daily wage.

Law Enforcement Career

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Snitch	M,T,W,Th,F	09:00AM	6	235	1,175	60	Mood, Logic Skill
2	Desk Jockey	M,T,W,Th,F	09:00AM	6	278	1,390	70	Mood, Logic Skill
3	Traffic Cop	M,T,W,Th,F	9:00AM	6	329	1,645	80	Mood, Logic Skill, Relationship w/Partner
4	Patrol Officer	M,T,W,Th,F	9:00AM	6	389	1,945	100	Mood, Logic Skill, Relationship w/Partner, Reports Written
5	Lieutenant	M,T,W,Th,F	9:00AM	6	460	2,300	110	Mood, Logic Skill, Relationship w/Partner, Reports Written

Law Enforcement Career - Forensic

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
6	Wiretap Reader	M,T,W,Th,F	09:00AM	6	805	4,025	200	Mood, Logic Skill, Relationship w/Partner, Reports Written
7	Crime Scene Technician	M,T,W,Th,F	09:00AM	6	950	4,750	230	Mood, Logic Skill, Relationship w/Partner, Reports Written
8	Sketch Artist	M,T,W,Th,F	9:00AM	5	1,121	4,484	220	Mood, Logic Skill, Painting Skill, Reports Written
9	3D Crime Scene Modeler	M,T,Th,F	9:00AM	5	1,323	5,292	260	Mood, Logic Skill, Painting Skill, Reports Written
10	DNA Suspect Reconstruction Simulator	M,T,W,Th,F	9:00AM	5	1,985	7,940	380	Mood, Logic Skill, Painting Skill, Reports Written

Law Enforcement Career - Agent

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
6	Vice Squad	M,T,Th,F	09:00AM	5	690	2,760	140	Mood, Relationship w/Partner, Athletic Skill, Reports Written
7	Undercover Specialist	M,T,Th,F	09:00AM	5	815	3,260	160	Mood, Relationship w/Partner, Athletic Skill, Reports Written
8	Special Agent	M,T,W,Th,F	9:00AM	5	962	3,848	190	Mood, Relationship w/Partner, Athletic Skill, Reports Written
9	Tripple Agent	M,T,Th,F	9:00AM	4	1,704	6,816	330	Mood, Logic Skill, Athletic Skill, Reports Written
10	International Super Spy	M,T,W,Th,F	9:00AM	4	1,704	6,816	330	Mood, Logic Skill, Athletic Skill, Reports Written

Law Enforcer Tones

Tones	Description
Business as Usual	Perform average job duties
Work Hard	Work hard to increase performance but adds stress
Take It Easy	Relax at work. Slower performance, but less stress.
Chat with Partner	Build relationships with co-workers
Build independent case	Side work that can result in extra cash
Use workout Facility	Build athletics skill at work to expense of performance
Suck up to the Boss	Build relationship with boss

Benefits and Rewards

The Law Enforcement career takes a few interesting turns but comes with some exciting rewards and side benefits.

One of the tones for work is to Build Independent Case, which detracts from dealing with co-workers or the daily workload, but is quite useful if successful.

If after a lot of time building this case against a criminal, the case ends up being a success and the Sim has a chance at an immediate promotion. However, if the case fails, the Sim risks losing the respect of co-workers.

Tip

The current Logic skill level is what determines the chance of success, so build up that skill before trying out this tone.

At level 3, the Sim can apprehend Burglars, which goes a long way toward getting a promotion.

At level 5, the Sim gets a police car, which improves travel time. At level 5, the Sim chooses a branch of the career to pursue. Each branch has an different end reward.

Writing Reports

One of the metrics for doling out promotions is the number of reports written. Sims in the Law Enforcement track create reports on other Sims by conducting interviews with the Question social. (This social is not negative.)

During the questioning, the interviewer discovers the other Sim's traits, which is actually quite useful for social situations outside the workday.

To keep this fair, Sims can only use the Question social on each Sim once per promotion level. Otherwise, you could amass quite a file on the citizenry.

Reports can also come from rifling through garbage cans. Use this interaction to look through another Sim's trash until you receive the notice that you have enough information on the person whose trash you were inspecting to write a report.

If during these interactions, the Sim discovers that the subject is part of the Criminal career track, the chance of promotion greatly increases.

Caution

Rummaging through the trash leads to the Disgusted moodlet. Be ready to shower after extensive garbage-sifting sessions.

It also causes disgusting items to be deposited in the Sim's inventory, which then need to be cleaned out.

Branching Career Rewards

Advance the Logic skill to succeeded in all branches of the Law Enforcement career. Get started with a logic book or chess set (home or park) to get a jump on the first promotions.

When the career branches after the fifth promotion, two more skills come into play.

The Painting skill must be developed for the Forensics branch, and the Athletic skill must be advanced for the Special Agent branch. After the split, the Logic skill is still critical to getting promotions.

The Forensics branch has a reward as soon as you earn its first promotion: laptop. The laptop computer is placed in the personal inventory and can be used at home.

The top reward for the career is a new computer interaction: Run Forensic Analysis. This is a lengthy interaction, but it results in a payday. This is a good way to make additional money when not at work.

The Special Agent branch of the career has two special rewards that are given out at level 10: Tell Impressive Story and Raid Warehouse. Tell Impressive Story is a special social. It immediately impresses the Sim it is directed at.

The Raid Warehouse interaction directs the Sim to enter the warehouse at night and disappears for a few hours.

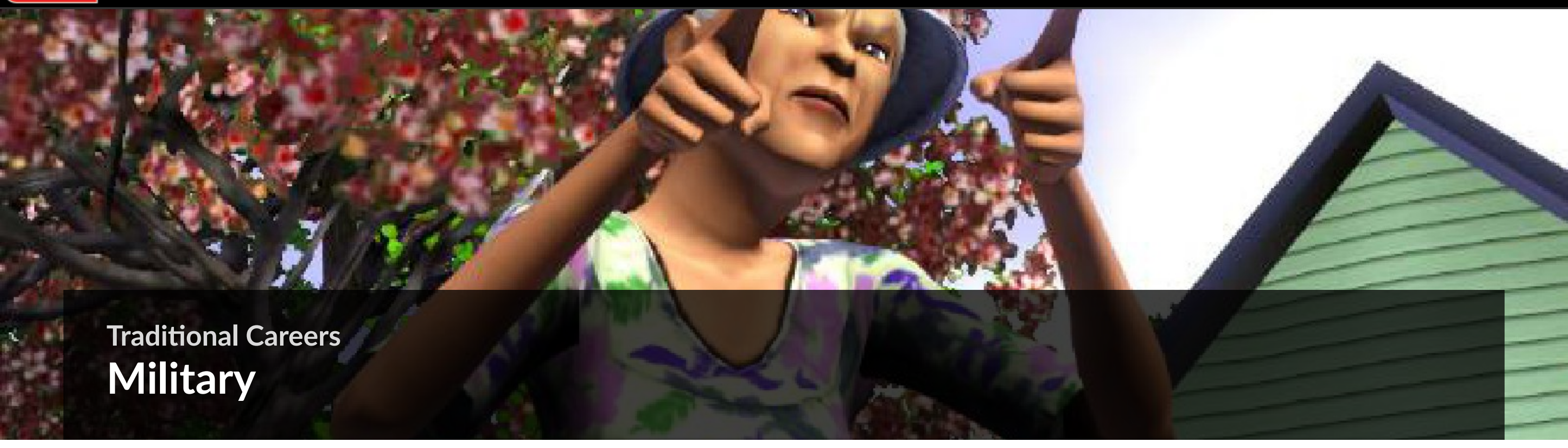
If the raid is a success (based on mood, Athletic skill, and Logic skill), the Sim has the potential to earn two different rewards. A mild success at the warehouse results in a small monetary bonus.

A big success results in a huge payday. Special Agents also unlock the Raid Warehouse interaction, which lets you raid the criminal headquarters at the warehouse.

Depending on your mood and athletic skill, you can have a great, good, or bad raid. A great and good raid results in extra cash. A bad raid just brings your mood down.

Caution

Should the Raid Warehouse fail, the Sim is booted out of the warehouse and given the Sore moodlet. Get a massage to wash away those negative feelings.



Traditional Careers

Military

Fortunately, peace has broken out in Sunset Valley and Riverview and Sims in the Military career need not worry about shipping out to war.

They do have a goal that takes them outside of town, though. Way outside of town. As in, into space.

Work Location: Fort Gnome Military Base (Sunset Valley), Fort Salas Military Base (Riverview)

How Hired: Report to military base, answer computer ad, answer newspaper ad

Work Week: Work at the base starts early and lasts until the later afternoon, but at least there are fewer work days in a week.

Salary Progression: Sims starts with a modest salary, but the promotion to Flight Officer comes with a nice bonus.

Military Career

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Latrine Cleaner	M,T,W,F	07:00AM	7	280	1,120	80	Mood, Athletic Skill
2	Grease Monkey	M,T,W,F	07:00AM	8	350	1,400	100	Mood, Athletic Skill
3	Grunt	M,T,W,F	7:00AM	8	385	1,540	110	Mood, Athletic Skill, Handiness Skill
4	Squad Leader	M,W,F	7:00AM	7	655	1,965	150	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
5	Flight Officer	M,W,F	7:00AM	7	754	2,262	170	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
6	Wing Man	M,W,F	07:00AM	6	868	2,604	190	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
7	Fighter Pilot	M,W,F	07:00AM	6	999	2,997	220	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
8	Squad Leader	M,W,F	07:00AM	6	1,149	3,447	250	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
9	Top Gun	M,W,F	07:00AM	5	1,322	3,966	290	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
10	Astronaut	M	07:00AM	18	6,000	6,000	430	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior

Military Tones

Tones	Description
Business as Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Goof Off at the Post Exchange	Relax at work. Slower performance, but less stress
Meet Fellow Soldiers	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Hang out with Fellow Soldiers	Build relationships with co-workers
Suck up to Superior	Build relationship with boss
Suck up to Superior	Build relationship with Boss

Benefits and Rewards

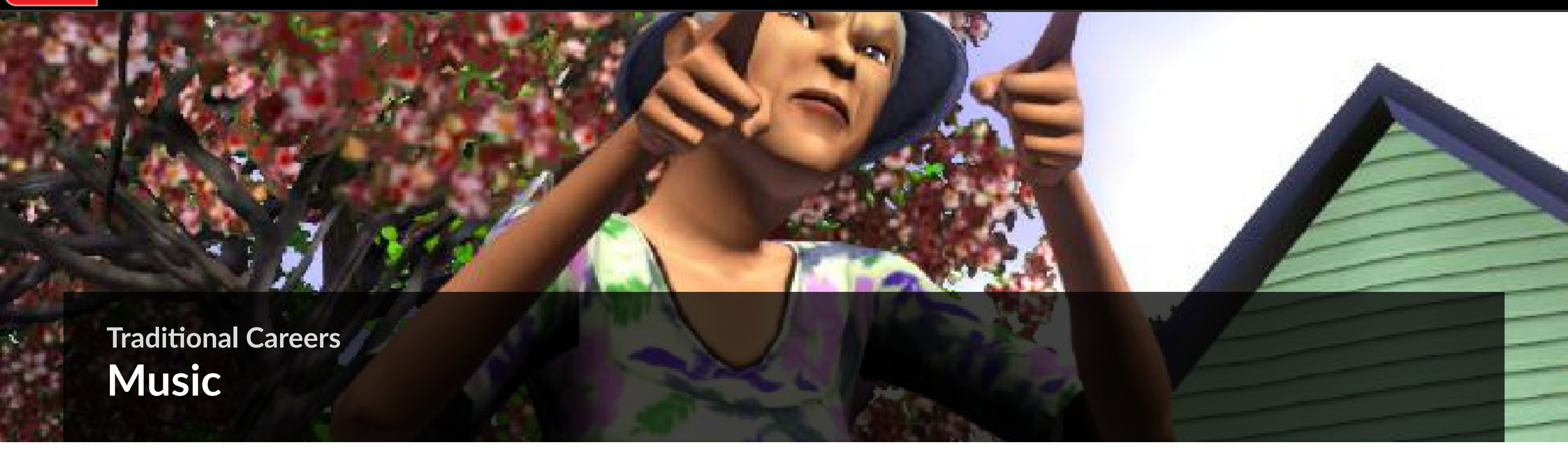
To advance in the military career and earn benefits, Sims must develop two different skills: Athletic and Handiness. (Fortunately, the Handiness skill can be learned right on base through a class.)

Other metrics contribute to the chance of promotion, too, including the relationships with fellow soldiers and base superiors. Naturally, mood is also a factor.

Working hard and keeping these skills in active advancement leads to some fun rewards.

For example, as soon as the career begins, you start saluting other soldiers of superior rank. But at level 4, Squad Leader, inferiors start saluting you.

When you reach the Top Gun rank, random Sims are also inspired to salute you. Citizen salutes are positive and will start any social encounter with an impressed context.



Traditional Careers

Music

Let a little music fill your life with this exciting career track. This career is not about the money—it's about the music.

Or, at least it's about the music at first with the extra benefit of truckloads of Simoleons later on when you're filling stadiums with fans that cannot wait to hear your next overblown anthem.

The music career has two branches, the Rock and the Symphonic tracks.

Work Location: Wilsonoff Community Theatre (both towns)

How Hired: Report to theatre, answer computer ad, answer newspaper ad

Work Week: This is a slower work week with fewer hours than other careers—and never any work on Sunday. When the career splits, the Rock branch moves to an evening shift closer to the weekends. The Symphonic branch remains closer to the original level with occasional concerts.

Salary Progression: Musicians make low pay in the beginning. Toward the top of the career ladder, musicians are very well-paid.

Music Career

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Fan	M,T,Th,F,S	03:00PM	6	125	625	30	Mood, Guitar Skill
2	Roadie	M,T,Th,F,S	03:00PM	6	148	740	40	Mood, Guitar Skill
3	Stagehand	M,T,Th,F,S	04:00PM	6	175	875	50	Mood, Guitar Skill, Relationship w/band
4	Band Manager	M,T,Th,F,S	4:00PM	5.5	263	1,315	70	Mood, Guitar Skill, Relationship w/band
5	Musician Scout	M,T,F,S	5:00PM	5.5	311	1,244	60	Mood, Guitar Skill, Relationship w/band

Music Career - Rock

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
6	Lyricist	M,T,F,S	6:00PM	5	483	1,932	100	Mood, Guitar Skill, Relationship w/ band members, Concerts Performed
7	Back up Vocalist	M,T,F,S	07:00PM	5	628	2,512	120	Mood, Guitar Skill, Relationship w/ band members, Concerts Performed
8	Lead Guitarist	T,F,S	08:00PM	4.5	817	2,451	160	Mood, Guitar Skill, Relationship w/ band members, Concerts Performed
9	Pop Icon	T,F,S	9:00PM	4	1,144	3,432	200	Mood, Guitar Skill, Relationship w/ band members, Concerts Performed
10	Rock Star	N/A	N/A	N/A	N/A	N/A	350	Concerts Performed

Music Career - Symphonic

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
6	Quartet Member	M,T,F,S	3:00PM	5.5	467	1,868	90	Mood, Guitar Skill, Relationship w/ Musicians
7	Orchestra Seat	M,T,F,S	03:00PM	5.5	608	2,432	120	Mood, Guitar Skill, Relationship w/ Musicians
8	Orchestra Lead	M,T,F,S	03:00PM	5.5	791	3,164	160	Mood, Guitar Skill, Logic Skill, Relationship w/ Musicians
9	Conductor	M,T,F,S	3:00PM	5	1,029	4,116	200	Mood, Guitar Skill, Logic Skill, Relationship w/ Musicians
10	Hit Movie Composer	M,T,F,S	1:00PM	5	1,801	7,204	350	Mood, Guitar Skill, Logic Skill, Relationship w/ Musicians

Music Tones

Tones	Description
Business as Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Take it Easy	Take it easy at work to reduce stress
Chill with Band/Musicians	Build relationship with co-workers
Meet Band/Orchestra Members	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Study Music Theory	Build Guitar and Logic skills
Perform	Slowly increases your Performance metric

Benefits and Rewards

Naturally, the key to advancing in this career is the development of the Guitar skill.

Starting out with a class at the theatre is a good way to get a head-start on the career, even before you start your first day, since the Guitar skill is critical for every step in the career.

To continue moving up the career ladder, you must maintain a good mood and have a good relationship with co-workers, which are called band or orchestra members depending on the career path taken.

Use of the Study Music Theory tone because it helps build the Guitar skill—and the Logic skill, which is a critical measure for the Symphonic branch.

In the Rock branch, you need to practice for gigs because performing concerts is a key to advancement.

Rock Branch

The next promotion following the Music Talent Scout in the Rock branch is Lyricist. When you reach this promotion, you can start holding concerts.

Use this interaction on the theatre and stadium to stage two- or four-hour concerts that are measured as part of the promotion process.

(This interaction is only available between noon and midnight.) Once you choose to hold a concert and enter the venue, other Sims will follow.

Once inside the Rock branch of the career, the relationship with band members remains important.

Continue fostering these relationships, hang out with band members outside of work, and always go into a shift in a good mood to maintain this important metric.

Keep performing concerts and keep up the Guitar skill to reach the pinnacle of the branch: Rock Star. At this level, your carpool is replaced by a pastel limo that will take you anywhere.

At this level, the Sim can also select venues and choose to Hold Autograph Session, just like the Athlete career.

The goal is to sign as many autographs as possible with the other Sims on the lot. The more signed, the more money is awarded for the session.

Once the Sim achieves Rock Star, they no longer have a work schedule. Money is earned exclusively by holding concerts.

To maximize pay-outs, hold the concert at the stadium. The concert takes longer than one at the theatre, but the salary is double.

Note

Between levels 8 and 10 of the Rock branch, Sims have two new socials: Worship and Be Worshipped. This social is acutely positive, as even Sims who are as low on the relationship ladder as Acquaintance will engage the Sim.

Symphonic Branch

The Symphonic branch of the Music career unfolds a bit differently than the Rock branch.

In this track, relationships with other musicians are very important, so be sure to use that tone to get ahead. Keep advancing the Guitar skill whenever possible, too.

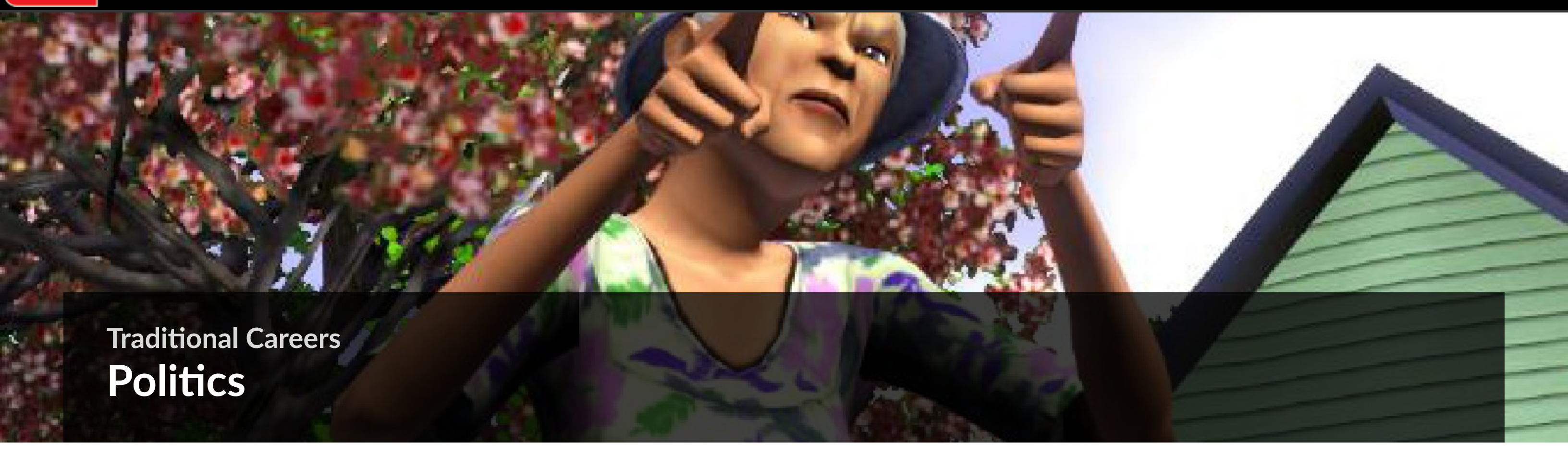
Once you close in on the Orchestra Lead promotion, develop the Logic skill. (Practice Music Theory is a good way to boost the Logic skill while at work.)

Once you reach level 8 of this career—Orchestra Lead—you earn free admission to activities at the theatre. This is great for boosting moods.

The highest level of the career—Hit Movie Composer—comes with an object reward: 85g Audio Explosion. This high-end stereo boosts the Fun of Sims in its listening radius and can be used to develop the Athletic ability.

Note

Between levels 9 and 10 of the Symphonic branch, Sims have access to the Worship/Be Worshipped social. The effects are the same as they are in the Rock branch.



Traditional Careers

Politics

Politics is no career for the timid Sim. This is a highly social career track that requires a great deal of socializing with the people of Sunset Valley and Riverview.

Because this is such a social career, the Charisma skill is required. Also required: no fear of asking other Sims for money. Campaigns don't pay for themselves, you know.

Work Location: City Hall (both towns)

How Hired: Report to City Hall, answer computer ad, answer newspaper ad

Work Week: This career works a normal work week at first, but as Sims advance in the career, they work fewer hours because the career requires so much socializing.

Salary Progression: Until level 5 of the career, political Sims do not make that much money. Once they reach the City Council Member position, the bonuses and salaries grow. This career will not make your Sim rich, though.

Political Career

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Podium Polisher	M,T,W,Th,F	9:00AM	6	140	700	40	Mood, Charisma
2	Ballot Counter	M,T,W,Th,F	09:00AM	6	185	925	50	Mood, Charisma
3	Campaign Intern	M,T,W,Th,F	09:00AM	7	230	1,150	60	Mood, Charisma
4	Yes-Man	M,T,W,Th,F	9:00AM	6	270	1,350	70	Mood, Charisma, Relationship w/Boss
5	City Council Member	M,T,W,Th,F	9:00AM	5.5	375	1,875	90	Mood, Charisma, Relationship w/Boss, Campaign Money Raised
6	Local Representative	M,W,Th,F	9:00AM	5.5	500	2,000	100	Mood, Charisma, Relationship w/Boss, Campaign Money Raised
7	Mayor	M,W,Th,F	9:00AM	5	650	2,600	130	Mood, Charisma, Relationship w/Boss, Campaign Money Raised
8	Governor	M,W,Th,F	9:00AM	5	800	3,200	160	Mood, Charisma, Relationship w/Boss, Campaign Money Raised
9	Vice President	M,W,F	9:00AM	4.5	1,200	3,600	180	Mood, Charisma, Relationship w/Boss, Campaign Money Raised
10	Leader of the Free World	M,W,F	9:00AM	4.5	1,900	5,700	280	Mood, Charisma, Campaign Money Raised

Political Tones

Tones	Description
Business as Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Chat with Co-Workers	Build relationship with co-workers
Meet Co-Workers	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Run Errands for Superior	Build relationship with boss
Suggest New Course of Action	Research new ideas that can possibly increase performance or relationships

Benefits and Rewards

At first, mood is the only metric used to measure performance and award promotions. But to get ahead, be sure to start practicing Charisma early on through various means, like taking a class at City Hall or practicing in the mirror at home.

Having a good Charisma level will make it much easier to advance early in this career.

The Yes-Man promotion is given out to a Sim who has a good relationship with the boss, so use the Run Errands for Supervisor tone early on, too. Getting in good with the boss is preferable to being popular with co-workers.

To move up to the City Council position, though, you need to start raising campaign contributions, which is another metric for promotion.

The social Ask for Campaign Donation will usually result in a small Simoleon transfer, although hitting up a wealthy Sim will elicit a larger donation. Fortunately, this social is positive.

Caution

You cannot use the Ask for Campaign Contribution social on household members.

Note

Here is a naughty bit of business with campaign contributions. Every so often, you will be asked if you want to transfer money out of the campaign kitty and into the household account.

This is risky. If caught, the Sim is expelled from the career.

Tip

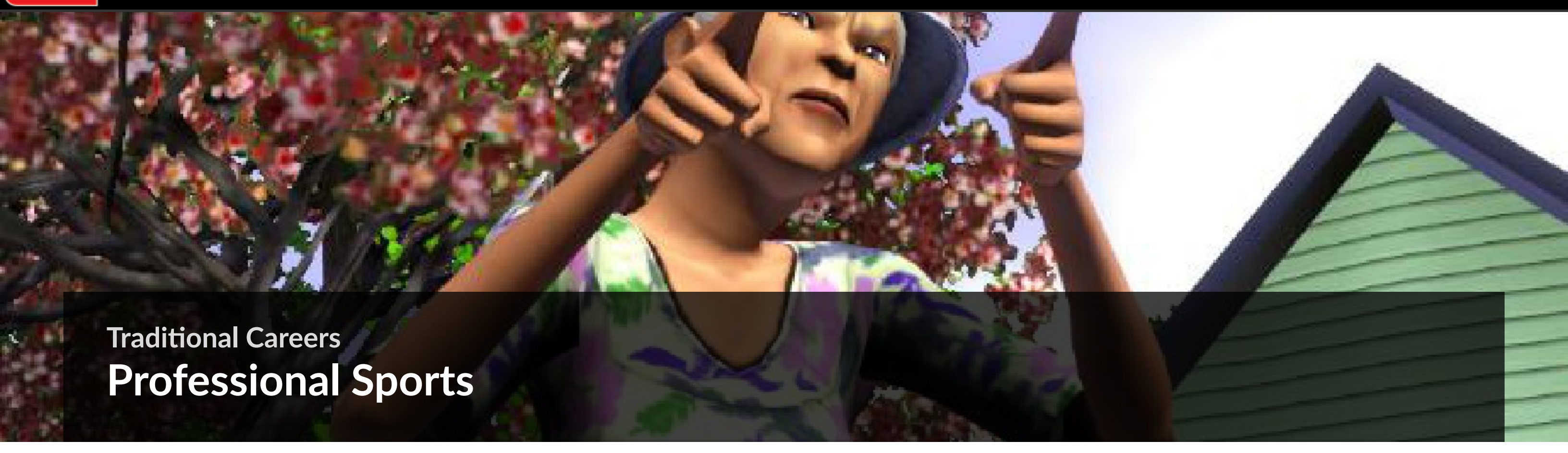
Political Sims can throw Campaign Fundraisers, which are just like parties. (See the Relationships chapter for details on how to throw a party.) If the party is successful, the host receives campaign contributions at its conclusion.

Once you reach the Local Representative position, you have a new social: Give Inspirational Speech. You can use this positive social you can use on a single Sim or in a group setting.

It gives everybody a positive impression of you and sets up healthy relationships. Yes we can, indeed.

At higher levels you get two nice benefits. At the Governor level, a black limo drives you everywhere.

As Leader of the Free World, your Sim gains the Aura of Leadership, and other Sims wave at them wherever they go. This boosts the relationship with other Sims and can also result in the Celebrity moodlet.



Traditional Careers

Professional Sports

The Professional Sports career charts a course from zero to hero. The Sims slowly become deeply involved with the local sports team. At first, they are a fan with a dream.

Then, they join the team and start working up the ranks. Soon, shifts are supplemented by sporting events where winning and losing has a direct effect on mood and on the Game Record metric.

Work Location: Llama Memorial Stadium (both towns)

How Hired: Report to stadium, answer computer ad, answer newspaper ad

Work Week: Five day work week with evening shifts. Soon, two shifts a week are replaced by games that only last a few hours. During this period, the work week increases to six days to offset the fewer hours.

Salary Progression: The Professional Sports career starts with a low salary. However, as the Sim progresses, that changes. At the upper ranks, this is one of the most lucrative careers.

Benefits and Rewards

Naturally, this is a great career for a Sim with both the Athletic trait and developing the Athletic skill.

Once you reach the Toddler Sports Coach position, you can start using the Work Out at Gym work tone, which lets you continue developing the Athletic skill at work, albeit at a slower pace than at home or on personal time. (Up until this promotion, reporting to work does not increase the Athletic skill.)

Professional Sports Career

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Rabid Fan	M,T,W,Th,S	3:00PM	6	75	375	30	Mood
2	Snack Hawker	M,T,W,Th,S	03:00PM	6	150	750	60	Mood
3	Toddler Sports Coach	M,T,W,Th,S	03:00PM	6	195	975	70	Mood, Athletic Skill
4	Minor Leaguer	M,T,F,S	3:00PM	6	254	1,016	80	Mood, Athletic Skill, Relationship w/ Team
5	Rookie	M,T,F,S	3:00PM	5	381	1,524	110	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
6	Starter	M,T,F,S	3:00PM	5	667	2,668	200	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
7	All Star	M,T,F,S	3:00PM	4	801	3,204	230	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
8	MVP	M,T,F,S	3:00PM	4	962	3,838	280	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
9	Superstar	M,T,F,S	3:00PM	3	1,155	4,620	330	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
10	Sports Legend	M,T,F,S	3:00PM	3	1,386	5,544	400	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record

Professional Sports Tones

Tones	Description
Business as Usual	Perform average job duties
Prepare for Game	Get ready for next game. Increases chances of winning next game
Meet Teammates	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Hang with Teammates	Build relationship with co-workers
Slack Off in Locker Room	Take it easy at work to reduce stress
Work Out in Gym	Develop Athletic skill

Tip

Sports professionals do not get the Stressed Out moodlet from work like other careers.

The Rookie promotion starts the game part of the career. Now work is often replaced by practice and the career keeps a running tally on the team's win-loss record.

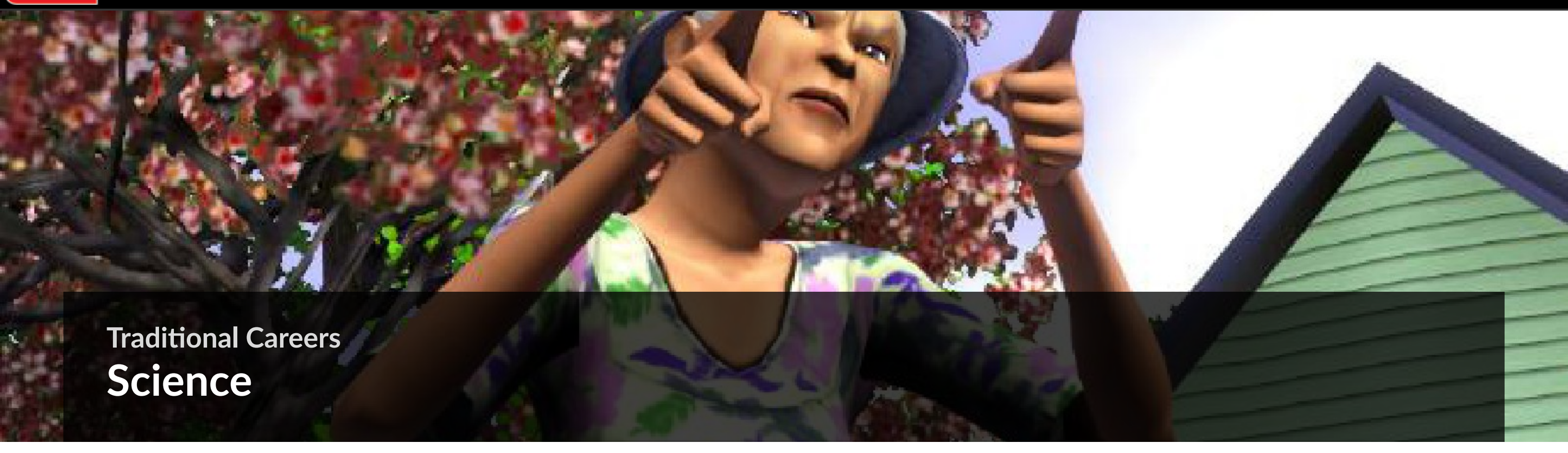
The higher the Sim's Athletic skill, the greater the chance at winning the game, which in turn improves the Sim's mood with the Winner moodlet. The chance of winning a game is also improved by the Prepare for Game tone.

Tip

Members of a Sim's household can see a sporting event for free.

Once the Sim reaches the top promotion—Sports Legend—two things happen. One, the Sim can now perform the Do Advertising Deal interaction at businesses for Simoleons at least once a week.

Two, the Sim can also Hold Autograph Sessions at venues where they are handsomely rewarded for signing autographs for as many Sims on the lot as possible.



Traditional Careers

Science

A mind is a terrible thing to taste—er, waste. This career celebrates that organ between the ears, the cortex that pulses with thoughts and desires.

The Science career requires a keen sense of Handiness and a real green thumb, as well as a desire to both observe and collect.

Work Location: Landgraab Industries Science Facility (Sunset Valley), Soil & Water Research Center (Riverview)

How Hired: Report to science center, answer computer ad, answer newspaper ad

Work Week: Normal work week: five days with average hours in the 9 to 3 range because of the extra time needed to advance skills.

Salary Progression: The science career offers a modest salary with moderate bonuses and increases over time. This is not a rich Sim's career, but the skills developed during the career can lead to alternate incomes.

Science Career

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Test Subject	M,T,W,Th,F	09:00AM	5.5	240	1,200	60	Mood,Gardening Skill
2	Lab Tech	M,T,W,Th,F	09:00AM	5.5	288	1,440	70	Mood,Gardening Skill
3	Useless Contraption Manipulator	M,T,W,Th,F	9:00AM	5.5	346	1,730	90	Mood, Gardening Skill, Handiness Skill
4	Fertilizer Analyst	M,T,Th,F	9:00AM	5	485	1,940	100	Mood, Gardening Skill, Handiness Skill
5	Carnivorous Plant Tender	M,T,Th,F	9:00AM	5	582	2,328	120	Mood, Gardening Skill, Handiness Skill
6	Aquatic Ecosystem Tweaker	M,T,Th,F	9:00AM	5	699	2,796	140	Mood, Gardening Skill, Handiness Skill, Fishing Skill
7	Genetic Resequencer	M,T,Th,F	9:00AM	4.5	839	3,356	160	Mood, Gardening Skill, Handiness Skill, Fishing Skill
8	Top Secret Resequencer	M,T,Th,F	9:00AM	4.5	1,007	4,028	200	Mood, Gardening Skill, Handiness Skill, Fishing Skill
9	Creature-Robot Cross Breeder	M,T,F	9:00AM	4.5	1,209	3,627	180	Mood, Gardening Skill, Handiness Skill, Fishing Skill
10	Mad Scientist	M,T,F	9:00AM	4.5	1,814	5,442	260	Mood, Gardening Skill, Handiness Skill, Fishing Skill

Science Tones

Tones	Description
Business as Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Relax in Specimen Closet	Relax at work. Slower performance, but less stress.
Meet Fellow Scientists	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Hang Out with Fellow Scientists	Build relationship with co-workers
Assist Boss with Research	Build relationship with boss
Do Independent Experiment	Doing this tone builds toward promotion or at least performance boost

Benefits and Rewards

The benefits of the Science career are plentiful, but you must be attentive to skills to receive the promotions that award them.

The immediate skill required for the career is Gardening which can be learned at the science center or through a book. Get a jump on gardening as soon as you join the career.

Later in the career, two additional skill comes into play: Handiness and Fishing. At no point are relationships a metric for advancement because, warranted or not, scientists aren't exactly known for their social graces.

Tip

Do not wait until you close in on a promotion that requires Fishing or Gardening to start learning those skills. Develop those skills early.

One of the most useful tones in this career is Do Independent Experiment. While performing this tone, you do side experiments that have a chance of resulting in great things.

These experiments take time, though. You will not complete one in just a day. If the project is a success, though, you might get an immediate promotion.

From time to time, scientists will come home with extras in their personal inventories, such as a fish or a harvestable.

They tend to be uncommon. Upon reaching level 7 of the career, Genetic Resequencer, the Sim receives one of the following special harvestables: Flame Frut, Life, Money Tree, or Omni Plant.

Perform Experiment On!

Upon reaching the height of the career, the Sim receives a new interaction to perform on household objects: Perform Experiment On. This interaction works on seats, beds, electronics, and appliances.

It acts like an upgrade. Once the interaction is complete, the Sim stands back to have a look at what was accomplished. If the upgrade goes well, the following may happen:

Object gets environmental boost.

Object broadcasts music, giving all Sims in the area the Enjoying Music moodlet.

Object earns random upgrade from Handiness upgrade list.

Object starts broadcasting random moodlets that affect Sims in the room: Attractive, Beautiful Vista, Cheered Up, Comforted, Feeling Lucky, New Car Smell, New Stuff, Oddly Powerful, Tranquil, or Warmed.

Conversely, this interaction can have negative effects, too. These things can go wrong:

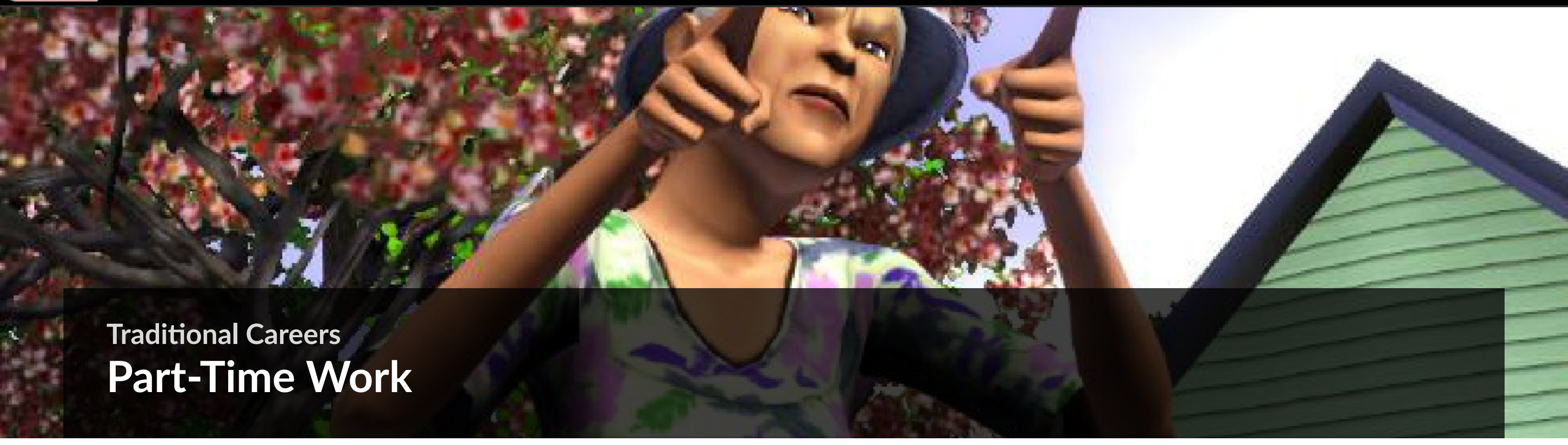
Object catches fire and is burned until useless.

Object randomly electrocutes Sims who try to use it later.

Object disappears—forever.

Object breaks and must be repaired.

Object starts broadcasting random negative moodlets that affect Sims in the room: Upset, Tastes Like Fridge, Stir Crazy, Offended, Buzz Crash, Horrified, or Disgusted.



Traditional Careers

Part-Time Work

In addition to these full-time careers, Sims can pick up part-time jobs at the supermarket, cemetery, bookstore, or day spa. These jobs are for just four hours a day, four days a week.

These jobs are designed not to interfere with life too much. For example, a teen might take a job at the supermarket that starts after school at 4 PM and lasts until 8 PM. Or an adult could grab a late-night 6 PM to 10 PM gig helping bury bodies at the cemetery.

Part-time jobs include tones, just like the full-time jobs. However, because relationships and skills don't determine job performance, the tones are limited to: Business As Usual (average amount of work), Work Hard (put in extra effort), and Take It Easy (minimal effort).

Each part-time job has only three career levels with minimal raises between each promotion. To get ahead at a part-time job, just show up with a good mood and put in a decent day's labor.

Part-time jobs can be quit at the location of employment. All promotions and raises are lost at the moment the Sim quits. The only way to get them back is to start the part-time career over again.

Bookstore Clerk

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Magazine Recycler	M,T,W,Th,F	4:00PM	3	90	450	30	Mood
2	Stocker	M,T,W,Th,F	4:00PM	3	150	750	40	Mood
3	Book Seller	M,T,W,Th,F	4:00PM	3	240	1,200	60	Mood

Graveyard Clerk

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Grave Digger	Su,M,Th,F,S	6:00PM	3	98	490	30	Mood
2	Gate Keeper	SU,M,T,F,S	6:00PM	3	165	825	40	Mood
3	Undertaker	Su,M,T,F,S	6:00PM	3	263	1,315	70	Mood

Grocery Clerk

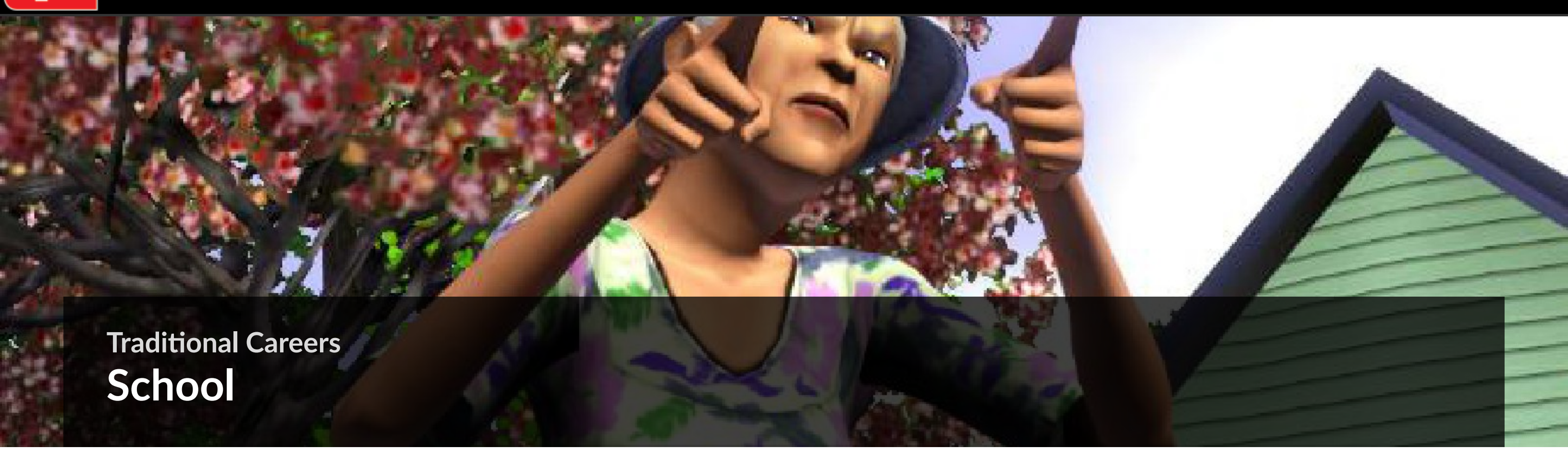
Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Shopping Cart Gatherer	M,T,W,Th,F	4:00PM	3	90	450	30	Mood
2	Bagger	M,T,W,Th,F	4:00PM	3	150	750	40	Mood
3	Produce Washer	M,T,W,Th,F	4:00PM	3	240	1,200	60	Mood

Spa Receptionist

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Receptionist 1	SU,M,T,W,Th,F,S	3:00PM	3	98	490	30	Mood
2	Receptionist 2	SU,M,T,W,Th,F,S	3:00PM	3	165	825	40	Mood
3	Receptionist 3	SU,M,T,W,Th,F,S	3:00PM	3	263	1,315	70	Mood

Spa Specialist

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Clothes Folder	SU,M,W,Th,F,S	3:00PM	3	98	490	30	Mood
2	Fitting Room Guard	SU,M,T,W,Th,F,S	3:00PM	3	165	825	40	Mood
3	Seller	SU,M,T,W,Th,F,S	3:00PM	3	263	1,315	70	Mood



School

Children and teens have a different set of obligations from adult Sims—they must regularly attend school. Just showing up isn't enough, though. Students must complete homework to improve grades.

Good grades are more than just a point of pride, too. Good grades lead to improved mood and the chance to select a new trait when the student ages up.

School Schedule: Always Monday through Friday, but hours vary slightly depending on age. Children are in elementary school from 9 AM to 3 PM. Teens are in high school from 9 AM to 2 PM.

Much like a career, school has specific requirements for getting ahead and metrics for judging performance. For school, grades are the rating. Tones you use at school guide behavior and have a deep effect on performance. Here are the tones for school:

Normal Effort: This tone puts in an average amount of work at school and does not add too much stress.

Work Hard: Working Hard is a good way to increase performance, but it adds a lot of stress, which often results in the Stressed Out moodlet. After school, you need to relax and reverse the negative moodlet.

Slack Off: Stressed students can reverse the effect by choosing this tone. Very little work gets done, so performance does not increase by much.

Meet New Friends: This is a great way to socialize in school and develop budding relationships with new students. If you successfully meet another student, there is a good chance that you will either bring that new friend home or be invited to the friend's home. (See Friends After School below.)

Talk to Friends: Talking to Friends at school is a good way to potentially increase your Sim's friendship rating of with another of the same age. This increases the chance you will be invited to a friend's house or invite a friend back to yours.

Sleep in Class: If a student reports to school sleepy, then this tone becomes available to combat the effects of being tired. If the student is Exhausted, this tone happens automatically at random times. There is a risk of being caught while sleeping, though. If caught, the student is given detention.

Work Late on Homework: If the student comes to school with incomplete homework, they can use this tone to try and finish it while at school. Overall performance will not rise as much as a Normal Effort, though.

Homework

The first time students go to school, they receive a small homework booklet. This booklet is placed in the student's personal inventory and can be used via the new Do Homework interaction.

Completing homework is essential for raising grades at school, so make sure to allot extra time in the afternoons and evenings for homework.

Caution

Doing homework lowers the Fun need and can sometimes cause the Stressed Out moodlet.

When you choose to Do Homework, the student finds a seat somewhere on the lot and starts scribbling in the booklet. A meter appears over the student's head, just like a Sim trying to complete any task.

Tip

The Logic skill helps the student complete homework faster. Using the Ask for Help with Homework interaction also increases the speed of doing homework as long as the Sim invited to help is in a good mood.

If the student finishes their homework before the next school day, their performance goes up, Coupled with being in a good mood, this can raise a grade.

If the homework is only partially done, the performance boost is only modest.

If the student does no homework and does not work on it at all in school the next day, their performance takes a significant hit and grades can potentially fall.

Caution

You can actually cheat on homework, but it's risky. Use the Copy Sim's Homework interaction on the homework of another student. This tags your homework as cheating, and if you are caught, you're given detention.

Detention

A student caught sleeping in class or copying homework is punished with detention. Detention keeps the student after school for a few hours, which can interfere with a part-time job.

While staying late, the student cannot choose their tone and they will not see any improvement in grades or performance. When detention is over, the schoolbus takes the student home.

Note

Detention also results in a mood hit due to the Detention moodlet.

Grades

All students start school the first day with a C. Doing well in school raises that to a B and then an A. Doing poorly drops it down to an F. Grades are the culmination of mood and homework completion.

If you keep reporting to school with a good mood and complete homework, you will get an A. Keep that A up for three days in a row to get the Honor Roll moodlet.

Every day after getting the Honor Roll moodlet that you maintain the A, you keep the moodlet. If you drop back down to a C, though, you must maintain an A for three straight days to get the Honor Roll award back.

If you do not do homework, get caught cheating repeatedly, or go to school in a poor mood, your grade will slip down to an F. The first time you get an F, you are warned that unless measures are taken, there will be consequences. The next F results in the Failing moodlet.

Grades are very important during age transitions, so pay attention to the age of the student and try to have an A when the student moves into the next phase of life.

If you have an A when the child becomes a teen or the teen becomes a young adult, then you get to select the trait awarded during the age transition.

If the student has a F, then the student is assigned a bad trait. If the student has a C at the time of transition, then the trait is random—could be positive, could be negative.

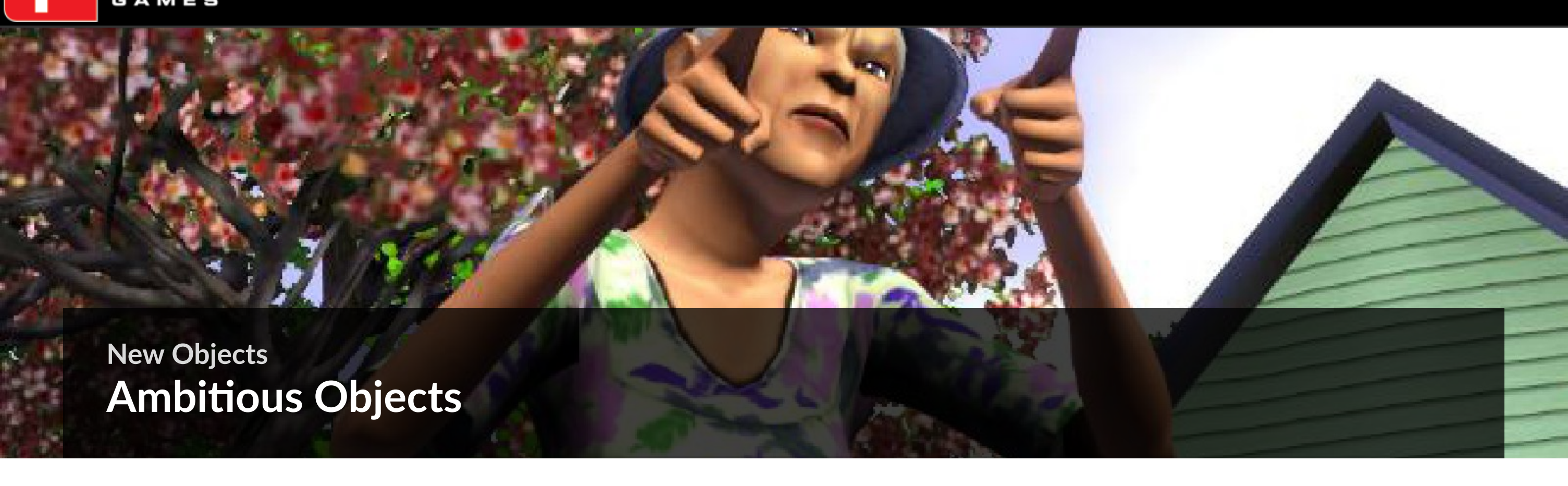
Friends After School

Making friends at school satisfies the student's Social need. Students sometimes bring another student home from school with them or are invited to another student's house to play.

You choose whether or not to go home with another student for a couple hours. Doing so and then engaging in socials at the friend's house is a good way to improve a relationship.

One factor that determines the chance of this happening in the distance between the homes of the students.

Students who go to each other's houses will live within a reasonable distance from each other. The closer the other student, the more likely an invitation is.



New Objects

Ambitious Objects

If you are just starting out with a new household or in the early stages of a new career, tight finances may preclude splurging on many of the new objects in Ambitions. That's okay.

There are many community options for some of the new objects, like washing clothes at the laundromat or using the Inventing skill-developing workstation at your local fire house.

However, as you bank some Simoleons from a job well done or sold wares, invest in your household. Sims love new gear. They get moodlet boosts when new objects appear on the lot.

In addition, many objects increase personal comfort, skill development, and career paths. So, check out this new catalog of objects introduced in Ambitions and then plan your household budget. You know you want a trampoline in your back yard...

Laundry

Laundry is new to Ambitions. Now Sims can clean their own clothes, which results in positive moodlets. To do laundry at your lot or at the local laundromat, you need to interact with washers and dryers.

Note

Use a clothing hamper to stack up multiple piles of dirty clothes without getting a negative moodlet. However, if your Sim has the Slob trait, there is a chance that clothes will not automatically be placed in the hamper.

Washers

To start the laundry process, Sims must place their dirty clothes in a washing machine. Choices for home use are the cheap The Swashbuckler Washing Machine and the expensive The Cleanesque Alpha Washing Machine.

The cheaper machine is noisier and can wake up nearby Sims and leave puddles around the laundry area, which need to be cleaned up. The more expensive machine is much quieter and it breaks down much less.

Note

Level 6, Handy Sims can upgrade the washing machine or dryer so they are unbreakable. At level 8, Handy Sims can upgrade the washing machine with the Cleaning Polymer Injection System, which keeps clothes cleaner longer.

Dryers

There are also two dryers: the cheap Le Dryer du Clunk and the expensive The Clothing Dehydrator Dryer. The cheaper dryer is louder and takes longer to dry clothes.

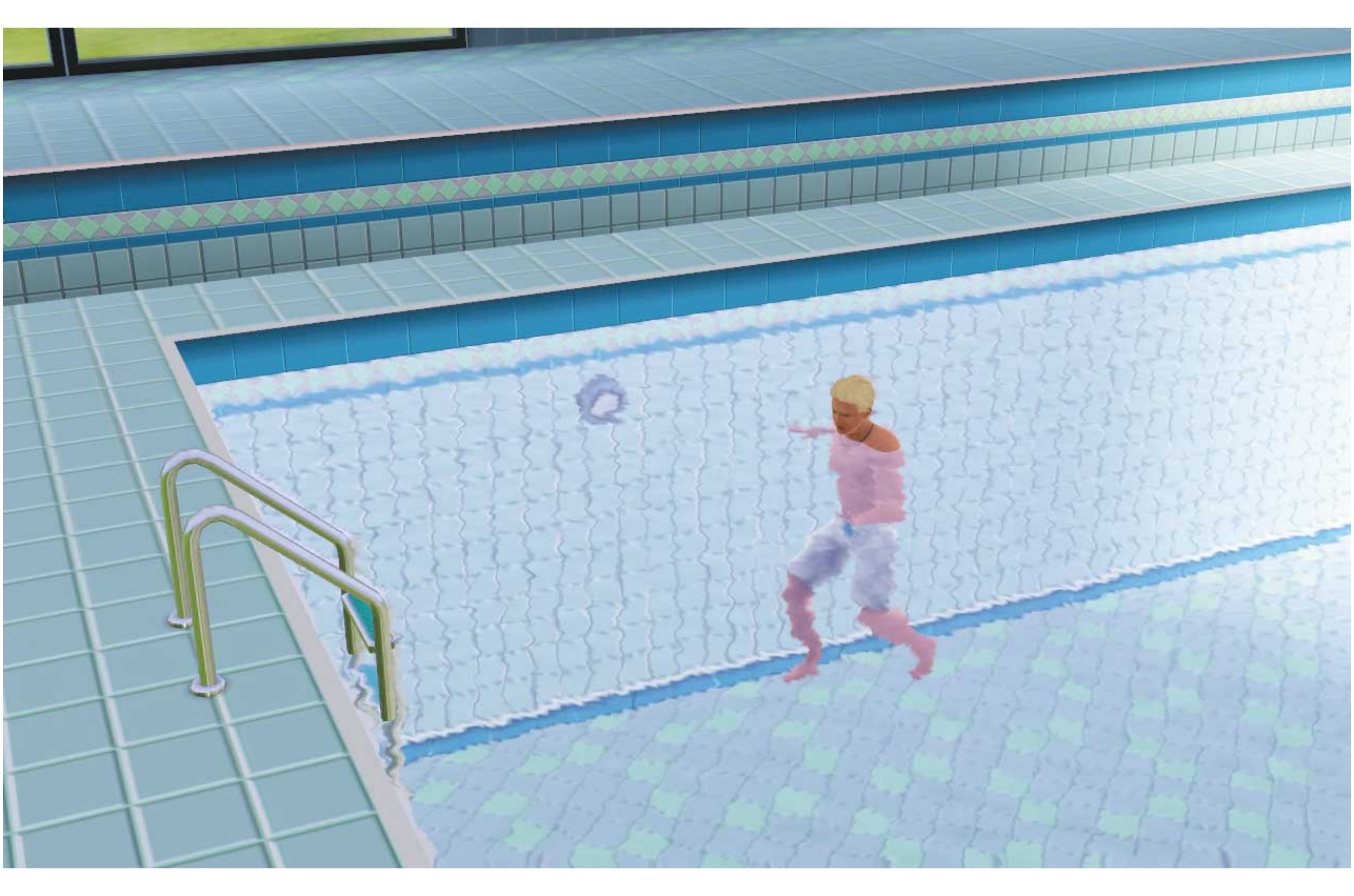
The expensive model breaks down less and increases Hygiene when clothes from it are worn.

Alternately (and the preferred method of Eco-Friendly Sims), Sims can buy and install the Flappin' in the Wind Clothesline and allow their clothes to dry out in the sun.

Hobbies & Skills

The Sculpting and Inventing skills add new objects to the Hobbies & Skill category. Stylists can also purchase new objects for their lots to advance their careers.

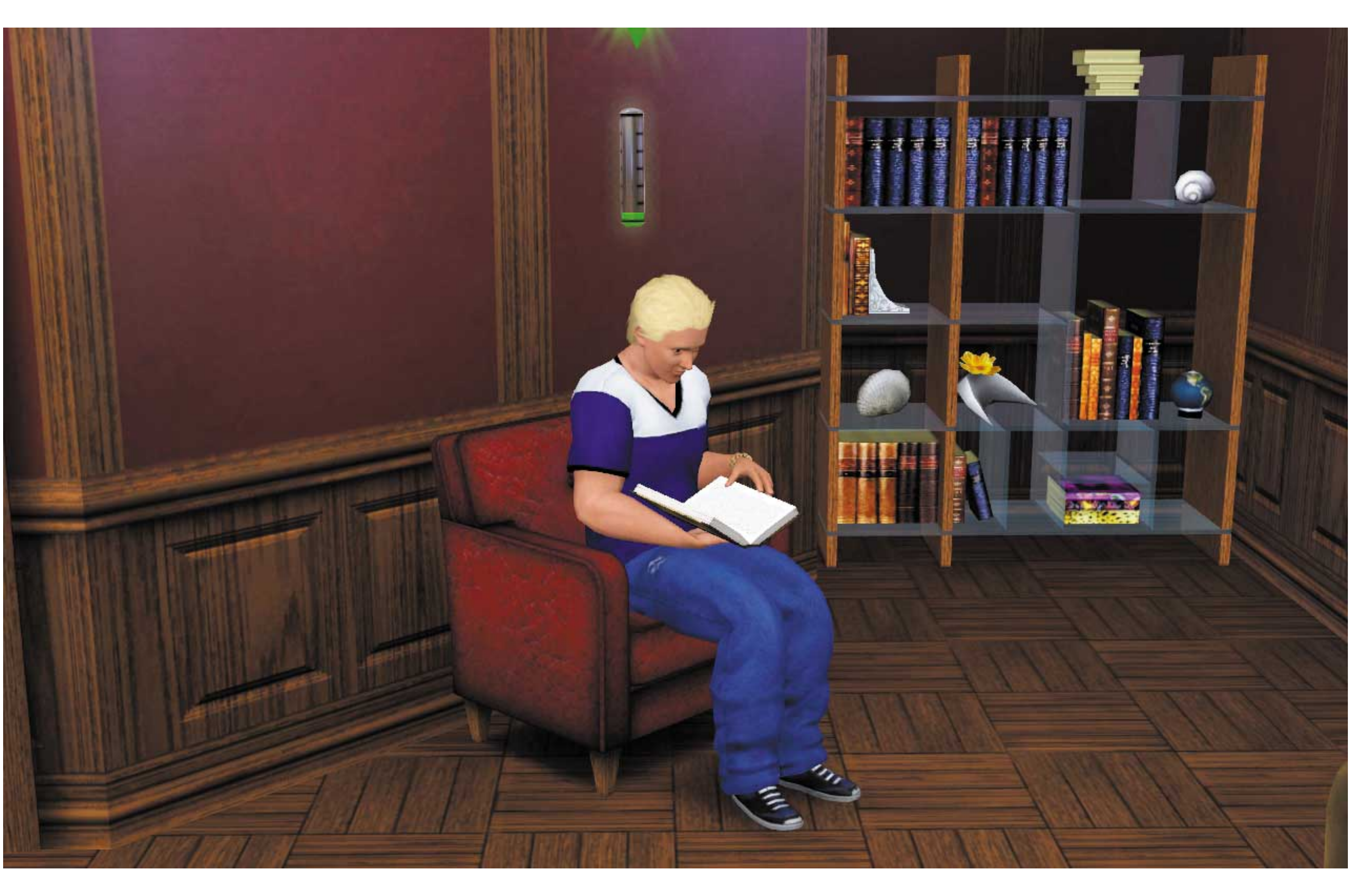
The Drafting Table by Scuzzmarr Industries



The Drafting Table by Scuzzmarr Industries was created for Interior Designers and Stylists who need a place to sit and research their respective careers.

Working at the table increases the Painting skill, albeit slower than working at an easel. Interior Designers use the table to research interior design while the Stylist researches fashion.

Pedestrian Sculpting Station



The Pedestrian Sculpting Station is an essential install for budding sculptors. Once it's placed on the lot, Sims use it to carve statues out of the mediums they have unlocked by advancing the skill.

At first, sculptors only work in clay. But eventually, they can place giant ice blocks or topiary bushes on the station. As Sims work at this station, they increase the Sculpting skill.

Unfinished projects can be scrapped and completed projects can be sold right from the station.

Note

For a complete breakdown of Sculpting, please see the New Simology chapter.

Scraptronic Workbench

Note

This is the Inventor's workstation, where Sims developing that skill work on their newest creations.

A scrap bin attached to the station is filled as Sims collect scrap from the junkyard, detonate objects, or purchase scrap directly from the station.

As new inventions are created, more interactions with the workstation become available, such as choosing specific projects or manufacturing multiples of discovered blueprints.

The Inventing skill is completely detailed in the New Simology chapter.

Fuss no Muss Styling Station

The Fuss no Muss Styling Station is a key object for Sims in the Stylist career, but other Sims can use it to enter Create a Sim and make cosmetic alterations, like new hairstyles or make-up, via the Makeover Self interaction.

Sims can offer makeovers to friends and neighbors, which pays out depending on the success of the makeover. (The amount paid is modified if the Sim is a Stylist.)

Note

Sims with level 4 Handiness can upgrade the station with Look-Good Mirrors that increase positive reactions to makeovers.

The Ink-in-Comfort 3000/Digital Tattoo Applicator

Sims can use these two tattoo chairs, either at the salon or on their lot, to perform tattoos on themselves or other Sims, often for a pricel.

The chairs offer several interactions, such as Offer Tattoo, Get Tattoo, and Remove Tattoo. You cannot give tattoos to baby or child Sims.

However, teens can receive tattoos as long as they have permission from their parents, achieved by choosing the Ask Permission interaction on the station

If the parent denies (bad relationship at the time), the teen can attempt to Convince. The higher the teen's Charisma skill, the greater the chance of it working.

Note

At level 6, Handy Sims can upgrade these stations so they do not break. Level 6 Handiness also unlocks the Inkinization upgrade that increases the likelihood Sims will like tattoos received from the station.

Outdoor Activities

Ambitions offers a couple of new outdoor activities: Gnubb and a trampoline.

These objects are perfect for blowing off steam, increasing Fun, and building up hidden skills for each object. (For more on the hidden skills associated with these objects, see the New Simology chapter.)

Portable Gnubb Set

The Portable Gnubb Set is typically set up in the yard on a lot, although it can be placed or found on a community lot. The game is very simple. Sims attempt to knock down pins by throwing wooden batons.

The Practice interaction is a good way to get your Sim acquainted with the game and begin building the hidden skill. Soon, Sims can choose Play Gnubb, ask others to play, or attempt to join an active Gnubb match.

While playing Gnubb, all Sims are gaining Social, Fun, Friendly STC, and relationship with each other. Keep these things in mind:

Mood is affected by Gnubb performance. Winning raises mood while losing lowers it.

Loser or Unlucky Sims have a greater chance of losing a Gnubb match or missing pins.

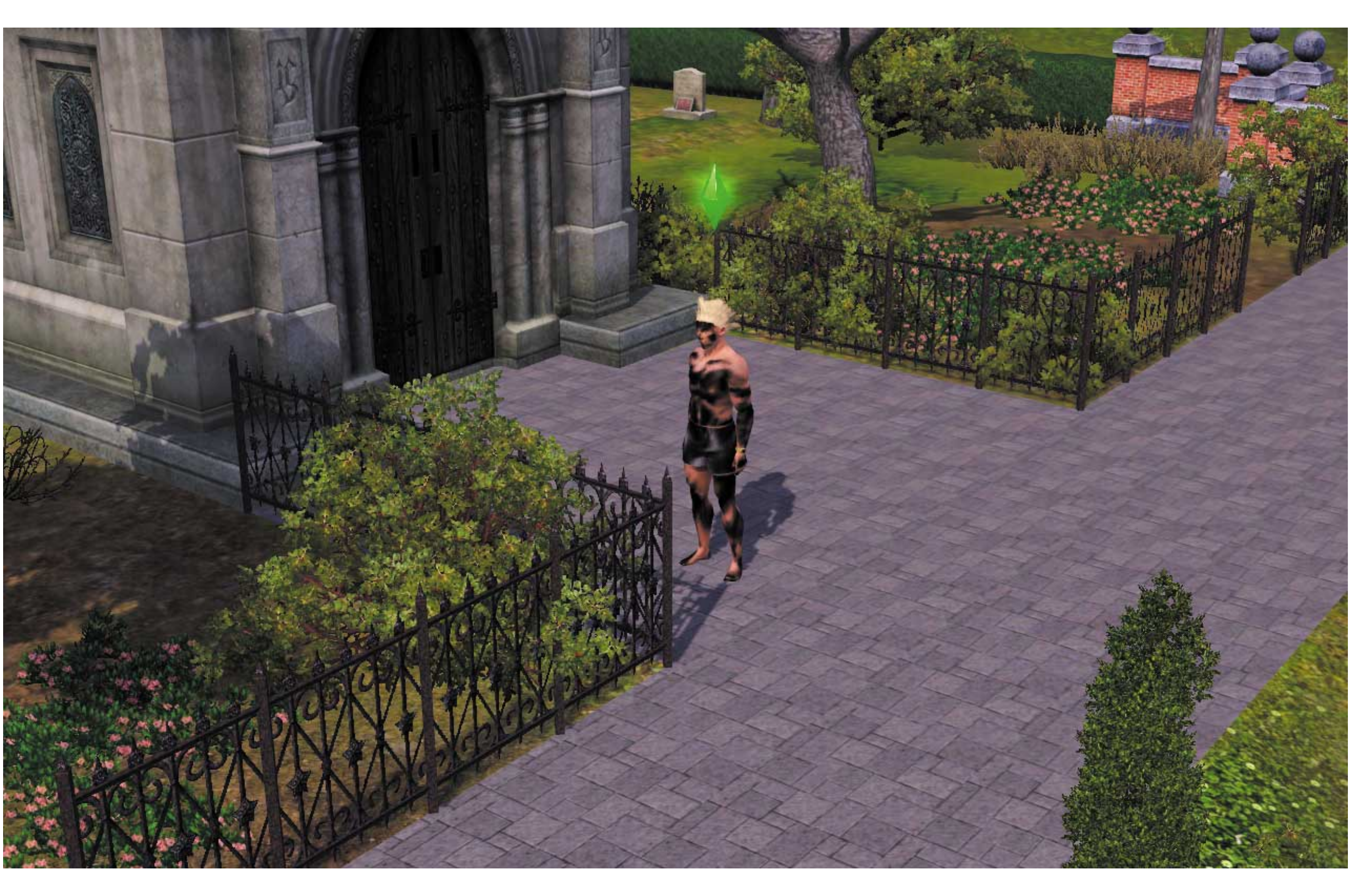
Lucky Sims or Sims with higher Athletic or Martial Arts (World Adventures) skills have increased chances of winning matches.

Evil or Mean Sims boo other players for fun.

Party Animals or Excitable Sims cheer and have extra Fun.

Due to the hidden Gnubb skill, regardless of the above modifiers, the more your Sim plays Gnubb, the better he or she gets at the game.

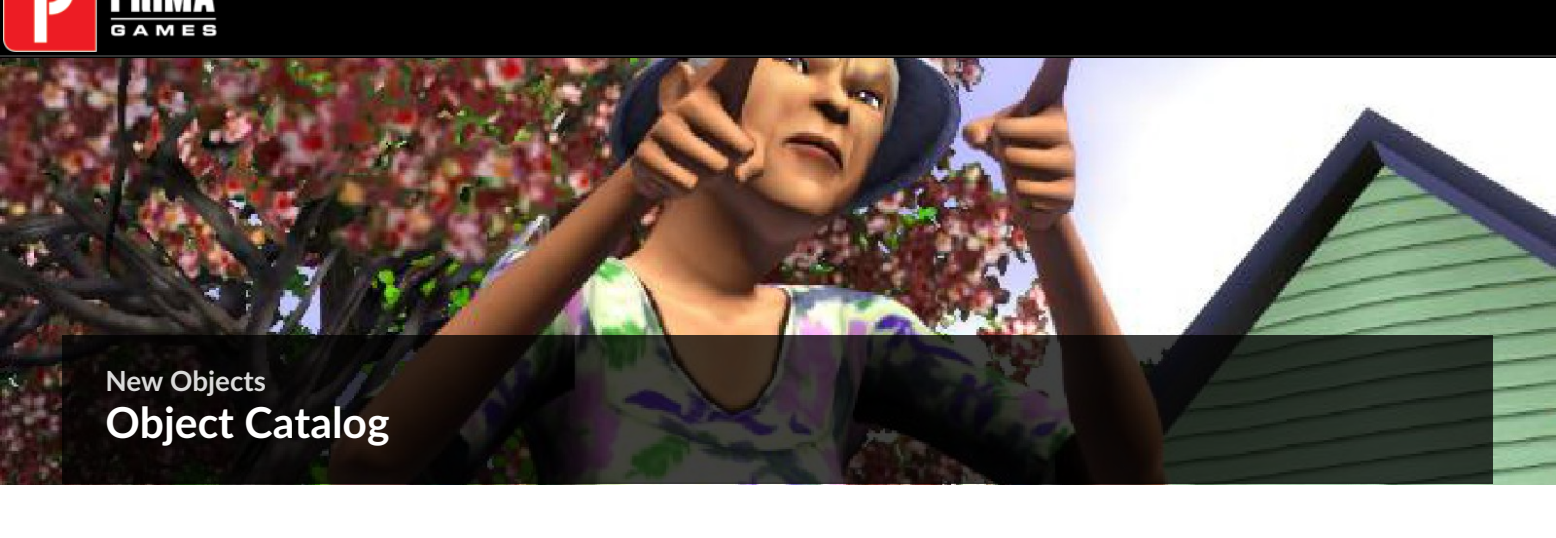
Blast-Off Trampoline



The trampoline is another fun activity, perfect for letting loose. Sims can jump on a trampoline alone or with a friend, either by joining them as they jump or inviting them when the trampoline is nearby.

Jumping alone or with a friend increases Fun and advances the hidden Trampoline skill, which eventually results in better jumps and fewer falls. (Falls result in a mood hit.)

While bouncing with another Sim, though, there are no falls. As the two Sims jump and play, their relationship improves thanks to the inherent Friendly STC of bouncing together.



New Objects

Object Catalog

The objects in this catalog are listed with prices, important depreciation values, and any effect the object may have on your Sim as well as the environmental rating of a room.

Caution

Remember the rules of depreciation when buying these objects in Buy Mode. As long as you sledgehammer the object before leaving Buy Mode, you get the full value of the object back.

As soon as you click out of Buy Mode, the object starts depreciating. Each day, the object depreciates 10 percent. The bottomed out value is 40 percent of the original price.

The value of an object can never drop below 40 percent unless the object is broken or ruined.

New Objects

CABINETS

Image	Object	Price	Daily Depreciation	Fully Deprec. Value
	The Stowaway Cabinet	75	7.50	30

COUNTERS

Image	Object	Price	Daily Depreciation	Fully Deprec. Value
	Cozy Counter	740	74	296
	Cozy Counter Island	745	74.5	298

DISPOSALS

Image	Object	Price	Daily Depreciation	Fully Deprec. Value
	Recycle Me!	25	2.5	10
	Hefty Recycle Me!	50	5	20

LAUNDRY

Image	Object	Price	Daily Depreciation	Fully Deprec. Value
	Cleanesque Brand Dryer Sheets	15	1.5	6
	Cleanesque Brand Detergent	18	1.8	7.2
	Cleanesque Detergent Bottle	18	1.8	7.2
	Folded Clothing	20	2	8
	Pizzazz Laundry Detergent	25	2.5	10
	The Clothing Hamper by Full Load Inc.	40	4	16
	The Clothing Bouquet	80	8	32
	Flappin' in the Wind Clothesline	155	15.5	62
	The Swashbuckler Washing Machine	450	45	180
	Le Dryer du Clunk	550	55	220
	The Clothing Dehydrator Dryer	1375	137.5	550
	The Cleanesque Alpha Washing Machine	1550	155	620

MIRROR

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Fun	Charisma
	The Fancy Federal Mirror	300	30	120	3	3	x

CURTAINS

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment
	Roll With It Window Shade	39	3.9	15.6	1
	The Drapes of Wrath	255	25.5	102	2
	Swags of Awesomeness	349	34.9	139.6	3

END TABLES

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment
	Quaint Quality Table	225	22.5	90	1
	Sit By Me! End Table	180	18	72	1

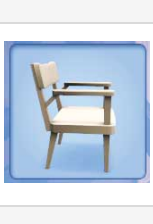
BEDS

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Energy	Stress Relief	Comfort
	Signs-of-Springs Bed	105	10.5	42		2	3	1
	Iconic Ionic Twin Bed	1650	165	660	6	9	3	2
	Lady Abigail's Bed of Puff	1950	195	780	6	8	3	2
	Iconic Ionic Queen Bed	5300	530	2120	7	10	3	2

DRESSERS

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment
	Dresser with Molding	575	57.5	230	3

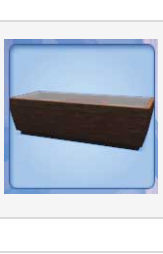
LIVING CHAIRS

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Stress Relief
	The Eco Rustic	150	15	60		2
	Sir Burnslot's Chair	185	18.5	74	1	2
	Wicker Living Chair	275	27.5	110	1	2
	Aunt Maddie's High Back Chair	850	85	340	2	3
	The CEO Ergostical Chair	250	25	100		2
	Simsonian Federal Dining Chair	950	95	380		3

SOFAS AND COUCHES

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Stress Relief
	Federal Collection Loveseat	650	65	260	2	2
	The Colonel's Couch	675	67.5	270	3	2

COFFEE TABLES

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment
	OttoTable 2.0	250	25	100	1
	Chief's Table	295	29.5	118	2

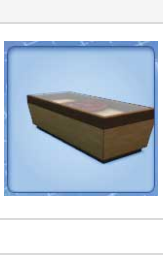
MISC. DECOR

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment
	Mold Me Shelf of Supplies	125	12.5	50	3
	Simsonian Federal China Cabinet	850	85	340	6

DINING CHAIRS

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Stress Relief
	Simsonian Federal Dining Chair	950	95	380	3

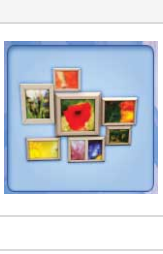
DINING TABLES

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment
	Simsonian Federal Dining Table	525	52.5	210	4
	Chief's Table	295	29.5	118	2

BAR STOOLS

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Stress Relief
	The Drafter's Companion	150	15	60	2

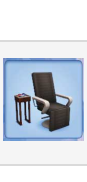
PAINTINGS AND POSTERS

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment
	Right This Way	10	1	4	
	The Fountainfoot Blueprint Set	90	9	36	2
	She Sparkles	95	9.5	38	2
	Inspired Simji	125	12.5	50	3
	Wall Ruber	175	17.5	70	3
	Poised on the Brink by I.M. Deep	475	47.5	190	5
	Picture Parfait	550	55	220	5

DESKS

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment
	Impeccably Desked	725	72.5	290	2

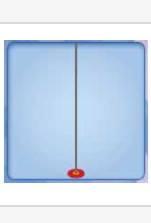
HOBBIES & SKILLS

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Fun	Painting	Sculpting	Inventing	Handiness
	The Drafting Table by Scuzzmarr Industries	750	75	300	2	X			
	The Ink-in-Comfort 3000	1000	100	400					
	Pedestrian Sculpting Station	1100	110	440	3		X		
	Scraptronic Workbench	1250	125	500				X	X
	Fuss no Muss Styling Station	1500	150	600					
	The Digital Tattoo Applicator	5200	520	2080					

TOYS

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment
	The Baker's Half Dozen Stand	75	7.5	30	
	Music Box with Gnome	100	10	40	2
	Dalmation Company Heritage Truck	30	3	12	1
	The Mars Encounter	40	4	16	1

OUTDOOR ACTIVITIES

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Fun	Athletic	Group Activity
	Portable Grubb Set	750	75	300	7		X
	The Speedy Pole	1850	185	740	2	X	
	Blast-Off Trampoline	2150	215	860	8		X

OUTDOOR DECOR

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment
	Look Out Traffic Cones	30	3	12	
	Sturdy Steed Sawhorse	40	4	16	
	Pile-O-Tires	50	5	20	
	The Digs	50	5	20	
	Fire Be Gone	75	7.5	30	2
	The Robtl 2000	150	15	60	2
	Rustic Water Pump	1850	185	740	7

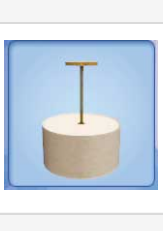
TRANSPORTATION

Image	Object	Price	Daily Depreciation	Fully Deprec. Value
	The Beast	4200	420	1680

OUTDOOR LIGHTING

Image	Object	Price	Daily Depreciation	Fully Deprec. Value
	Rsana's Garden Lamp	225	22.5	90
	General Shwarma's Outdoor Light Post	315	31.5	126
	Singled-Out Street Light	320	32	128

LIGHTING

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment
	Le Sconce	75	7.5	30	
	The Shady Business Illuminate	75	7.5	30	
	Shades of Old Glory	275	27.5	110	1
	Bare Bulb Spartan Lighting	40	4	16	
	DeLightful Pendant Lamp	65	6.5	26	
	FloresceLghtz by Blemish Industriez	95	9.5	38	1
	Violetta's Drum	100	10	40	1
	Thorton Park Lighting	150	15	60	1
	The Bat Light	195	19.5	78	2
	The Sistine Lampel	295	29.5	118	2
	Essence of Luminescence Lamp	60	6	24	

ARCHES & GATES

Image	Object	Price	Daily Depreciation	Fully Deprec. Value
	Arch du Fische	295	29.5	118

FENCES

Image	Object	Price	Daily Depreciation	Fully Deprec. Value
	The Fence Quarters	50	5	20

FIREPLACES

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Fun
	Federal Column Fireplace	1452	145.2	580.8	4	6
	The Shelby Mantle	2606	260.6	1042.4	6	6

WINDOWS

Image	Object	Price	Daily Depreciation	Fully Deprec. Value
	The Nugget Window	40	4	16
	Southern Citrus Window	70	7	28
	General Martin's Federal Window	125	12.5	50
	Raise High the Window!	150	15	60
	Crowning Glory Window	220	22	88

DOORS

Image	Object	Price	Daily Depreciation	Fully Deprec. Value
	A Simple Door	75	7.5	30
	Safe Inside Industrial Door	195	19.5	78
	Caesar's Pathway	255	25.5	102
	Lattice Door	335	33.5	134
	Office Door	375	37.5	150
	Get to Work Industrial Doors	400	40	160
	Professional's Frosted Door	400	40	160

TREES

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment
	Scorched Tree	40	4	16	
	Charred Tree	50	5	20	
	Small Birch Tree	135	13.5	54	2
	Birch Tree	175	17.5	70	2
	Banyan Tree	200	20	80	2
	Magnolia Tree	275	27.5	110	3
	Red Oak Tree	295	29.5	118	4
	Willow Tree	375	37.5	150	4
	Oak Moss Tree	450	45	180	4

FLOWERS

Image	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment
	White Hydrangea	1	0.1	0.4	2
	Water Lily	15	1.5	6	1
	Swamp Cattail	20	2	8	1
	Swamp Grass	20	2	8	1